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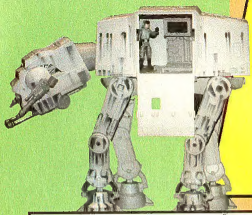

OVERSTREET'S FAN fare

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ASH TRADING CARDS ARE ON FIRE 38
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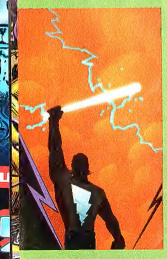

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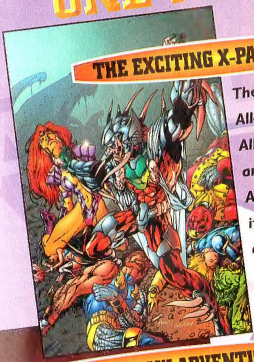
AMALGAM COMICS

AMALGAM Comics

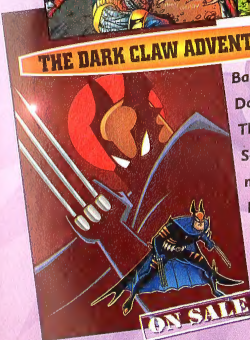
ONE NAME. ONE UNIVERSE. ONE MORE TIME.

THE EXCITING X-PATROL #1



They're All-New, All-Different, and All-Doomed if they can't escape the Brood Pit!

THE DARK CLAW ADVENTURES #1



Based on Dark Claw: The Animated Series; Dark Claw meets the Daughter of Ra's A-Pocalypse!

ON SALE IN APRIL

JLX UNLEASHED #1

THORION OF THE NEW ASGODS #1

LOBO THE DUCK #1

MAGNETIC MEN FEATURING MAGNETO #1

AND DON'T MISS ANY OF THESE OTHER CLASSICS-IN-THE-MAKING:
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For advertising inquires, contact John McGonigle at: (410) 560-5806 ex. 352

LETTER FROM the EDITOR

LESS IS MORE?

Change.

Of all the words in our Englis Language that word is my favorite. Why do you ask? Well, of all the words...wait a second.

I guess I should just shut my opinionated mouth, stop with the long-winded speech, and get to the point. The point is that this is my last issue here o Overstreet's FAN. After 23 power-packed issues, I've decided to try something new. Now, before everyone starts t widely speculate on the reasor why I'm doing this, I'm going to tell you exactly what's up.

I've decided to go into a different part of the industry. I plan to go int business for myself and work with publishers and other companies in t consulting and manufacturing field. I figure that after all the advice an opinions I've dished out over the years, now was the time to "put up o shut up."

The fact is, I still love this industry, I know I always will, and I'm just curious to explore other parts of it. What I've learned at FAN has only added to my enthusiasm for comics and toys and everything else, so it only natural that I would want to learn more.

Do I have a lot to learn? Sure. But after 8 years of retail in comics an 3 years in publishing books and magazines, it's time for a change.

As I leave, the awe-inspiring Benn Ray will become Acting-Editor. I have a lot of confidence that Benn will lead the magazine to bigger an better things in the future. Good luck Benn.

Before I go, I want to thank some people. First off, I want to thank Steve Geppi, Bob and Carol Overstreet, John Snyder and the rest of th Diamond and Gemstone family. Without you guys, my time as editor would have been impossible. You gave me the chance to build a great magazine, and I believe I have.

And last but not least, I want to thank [*insert your name here*] for stic ing with Overstreet and being the fan in FAN.

See you at the conventions...

Later,

AMALGAM COMICS

ONE NAME. ONE UNIVERSE. ONE MORE TIME.

SPIDER-BOY TEAM-UP #1

It was only a matter of time! The Arich-Kid meets the Legion of Galactic Guardians of 2099!

SUPER SOLDIER: MAN OF WAR #1

With the help of Sgt. Rock and his Howling Commandoes, our heroes face Major Zemo and the return of the War Wheel!

ON SALE IN APRIL

BAT-THING #1

CHALLENGERS OF THE FANTASTIC #1

GENERATION HEX #1

IRON LANTERN #1

AND DON'T MISS ANY OF THESE OTHER CLASSICS-IN-THE-MAKING:

• THE EXCITING X-PATROL • THORION OF THE NEW ASGODS •
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FAN MAIL

Check it out!

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1966 Greenspring Dr., Suite 405
Timonium, MD 21093

e-mail: fanmail@gemstonepub.com
pricing questions: fanprices@gemstonepub.com

YOU SEEM TO BE MISSING SOMETHING

Dear **FAN**:
This letter is regarding something that I found in **FAN** #22. Under the "Contests and Contest Winners" section of the table of contents, what is this contest about "Find the Missing Pages Contest" on page 370. Where is page 370?

Dennis Lim
Jersey City, NJ

Congratulations, Dennis, you've won! A valuable prize will be sent your way shortly.

YOU REALLY SEEM TO BE MISSING SOMETHING

Dear **FAN**:
One consistent mistake you guys seem to have is listing things in your table of contents that either are listed wrong or are listed on a page that does not exist (ie, page #200, when the mag only goes up to page #180, or something of the like). This happened again in issue #21, where a contest was listed on a page # that exceeded the number of pages in the mag. Oh well, no biggie. **FAN** is still a damn good read.
Oh by the way, I've been entering nearly every contest you guys offer. It's one of the reasons I buy **FAN**. Keep up the cool contests.

That's all. Thanks for your time,
Jason
via internet

Jason, be sure to check out our "Arrowhead Madness Contest" on page #257 of this here very issue. All your questions will be answered, and you also just might get the chance to enter the best contest we've ever run.

AN EASY QUESTION

Dear FAN:
How much do you think **Gen13** #1 is worth, and how would I get one?

Kris
via internet

Well, Kris, my question to you is *Gen13* #1 vol. 1 or *Gen13* #1 vol. 2? Then I would refer you to our price guide, starting on page 125 of this here very issue. It's alphabetized for your safety. Also, to find one, check with your local comic shop, if not, check with the retailers listed in our "FAN Headquarters" on page 189 of this here very issue.

PINNING THE BADGE ON STARMAN

Dear **Overstreet's FAN**,
I have been an avid fan (and thusly consumer) of your magazine. It seems to be a step above the rest in the ever-dwindling comic book marketplace. However, I do have an unusual bone to pick with you and your usually competent staff. I could not help but read in amazement your article on Starman Month from DC Comics (**FAN** #21).

After reading the article, I came away with the impression that James Robinson not only wrote the book, but also drew, inked, lettered, colored, and edited this fine superhero book, thereby rightfully deserving all the praise for said wonderful book. Nothing is further from the truth! For goodness sake, James isn't even sole creator of the book. Please take the time to read the credits!!!!! "Jack Knight created by James Robinson and Tony Harris."

Now don't get me wrong, I ain't knocking James (hey, I love the guy—**Starman**, **Golden Age**, **Leave it to Chance**—all knockouts), but please give credit where credit is due. **Starman** is the book it is because of the style of Tony Harris—no one, and I mean no one, could do the job Tony has done giving **Starman** that special and truly unique "feel."

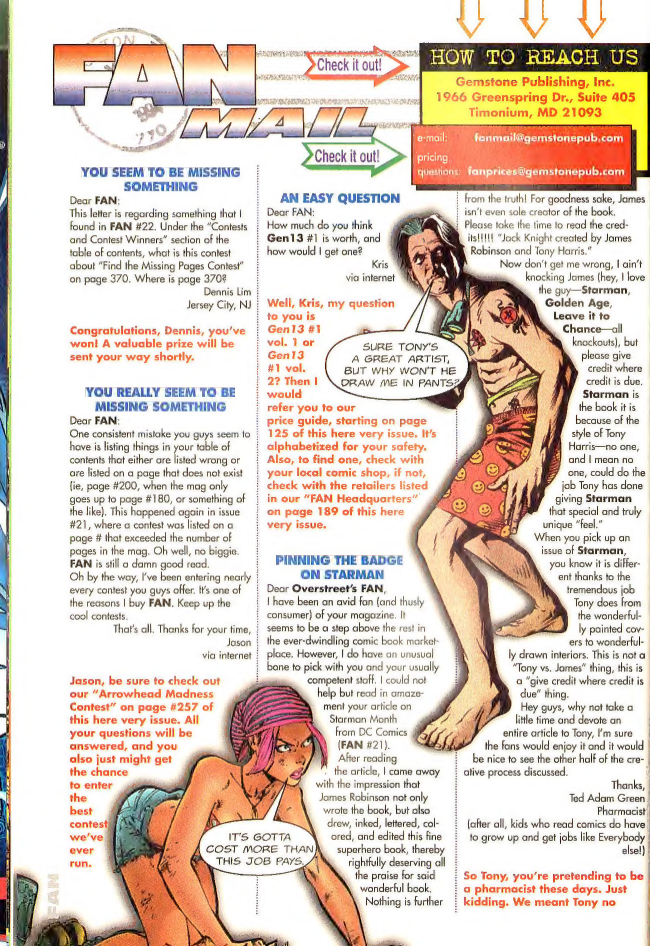
When you pick up an issue of **Starman**, you know it is different thanks to the tremendous job Tony does from the wonderfully painted covers to wonderfully drawn interiors. This is not a "Tony vs. James" thing, this is a "give credit where credit is due" thing.

Hey guys, why not take a little time and devote an entire article to Tony, I'm sure the fans would enjoy it and it would be nice to see the other half of the creative process discussed.

Thanks,
Ted Adam Green
Pharmacist

(after all, kids who read comics do have to grow up and get jobs like Everybody else!)

So Tony, you're pretending to be a pharmacist these days. Just kidding. We meant Tony no



OUR WORLD HAS BEEN INFECTED.
MOTHER NATURE JUST CREATED THE ANTI-BODIES!

MAGUIRE • PANOSIAN • MARCH • BELIEVE IT!

FAN MAIL

slight in the news piece that you're referring to. Actually, we see the success of Starman just as much due to Tony's fantastic art as James' great storytelling.

UH-OH, WE'RE IN TROUBLE NOW

Thanks for your encouraging comments re: the choices made for the '96 Eisner Judges (in **FAN** #22), including myself. You may just win an award for the "Best Wet Blanket."

Let's see, out of the 13 issues of **Pinky & The Brain** solicited, I've written stories in 9 of them, sometimes the whole issues. Wouldn't that upgrade me from "occasional writer" to "frequent?"

Jesse Leon McCann
via internet

Well, it looks like no Eisner Award for us.
Also, would a "Wet Blanket" argue the semantics between "occasional writer" and "frequent?" We actually do look forward to your insights on the awards, Jesse.

THE DEVIL YOU SAY?

Hey:
So Devilhead is "almost clever" and basically in your eyes suck...but it's, in short, "really cool" that the Beach Boys are on Sub Pop (whoopie...)—Go F@#$ Yourself. You wouldn't know music if it slapped you across your smelly @$$...

—someone with taste
via internet

It's always sad to see members of the bands we critique write in after reading one of our reviews. And what a witty retort to our criticisms....

A SOLDIER'S BATTLE

In response to Kevin Cleary's "WHAT'S WHAT" Column in **FAN** #20.

Dear Kevin,
I recently got the tip to check out your year-end column in **FAN**. Your critical support for **Akiko** is much appreciated and your assessment of the book's future is right on the money, so to speak. I am also quite glad that by giving me the "Make Up Your Mind Award," you have seen fit to publicly open the debate on whether I am somehow involved in a conflict of interest. Having spoken with a number of informed retailers about this situation, I am eager to state my case publicly once and for all. Admittedly, yours is an opinion column, requiring no actual facts to support your reporting. Yet, ethically, it seems to me that prior to forming that opinion, you should have taken the opportunity to speak your mind to me about it. You've certainly had the chance. Further, since you are reporting as a Retailer, it boggles me that you would rather announce your displeasure to the public than generate profits with **DAWN** products. I find it to be a rather rickety high-tower you have set yourself up in.
I am absolutely confident that the various business operations I am involved in are not competing unfairly with you or any other dealer. In fact, the inter-active marketing systems we are developing between Sirius and Cosmic Therapy serve to make retailers like yourself much better money than if you bought similar products elsewhere. Actively marketing our own products also serves to

Dear Cassie

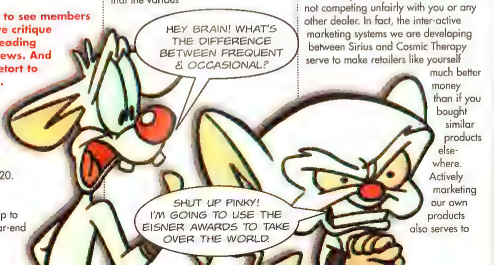
Dear Cassandra,
Greetings for Singapore! I would like to tell you how much I enjoyed your article "A Girl's Guide to Dating Comic Guys" (in **FAN** #20).
Being a comic guy myself, I can't believe how many lately you've all my feelin the article.
I immediately showed my girl [illegible] I knew her whole treasure she has [illegible] similar reading it.
Guess you can [illegible]
Thank you for writing your [illegible] article. In your boyfriend is a comic guy. You're [illegible] lucky to have you. Take care.

Sincerely,
Nicholas Lee
[illegible]
Singapore

Well Nicholas, aren't you sweet. Your girlfriend fell asleep? I'm very disappointed in her. Oh well, maybe next time. And thanks for your comments about my boyfriend, but I don't have one right now.

XO,
Cassie

Ladies, having trouble on the dating scene? Men, are you yearning for a girl who doesn't give you the time of day? Write me for advice at ***Dear Cassie****, c/o* ***Overstreet's FAN****.*


HEY BRAIN! WHAT'S THE DIFFERENCE BETWEEN FREQUENT & OCCASIONAL?
SHUT UP PINKY! I'M GOING TO USE THE EISNER AWARDS TO TAKE OVER THE WORLD.

ARMAGEDDONQUEST

BY RONALD RUSSELL ROACH

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COVERS AND DESIGN BY JOSEPH MICHAEL LINSNER

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IT COULD CHANGE THE WAY YOU SEE THE END OF THE WORLD

SIRIUS MAY

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strengthen our ability to deliver quality goods in a tough market, while compensating creator-owners fairly. It is a common practice. Normally, my sales pitch would follow a statement like that, but since you haven't asked for it before this, I won't burden you with it now. But I would like to invite you to judge a few of these other examples of apparent conflicts of interest:

Kitchen Sink vs. the Kitchen Sink Catalog
Fantagraphics & Eros vs. The Fantagraphics and Eros Catalogs
Avatar vs. Comic Cavalcade
Chaos! vs. Chaos! Fan Club
Heavy Metal vs. the Ads in every issue of HM
Diamond Comic Distributors vs. Gemstone
Wizard vs. Wizard subscriptions
Sony pictures vs. Sony Theaters
Disney vs. The Disney Store
Time/Warner vs. The Warner Store

The examples are endless. Where are their awards? What is it exactly about my actions that make them so questionable? I was a retailer for over 12 years before I was a publisher. There is no need to make up my mind. I am what I am. I was a retailer. Now I'm a publisher, too. I decided to do both, and much more, including writing, photography, and private business consulting. There are certainly no laws against it, so I don't see any reason to re-consider. Your logic for boycotting in the face of lost revenue, escapes me.

Granted, yours is an opinion column. Well, I have my own opinions about guys like you, "who make a market in this sort of collectible." It is almost always the same type of "guys" that seem to have a problem with my successes. The business decisions I have made make it more likely that our fans will buy Sirius books at legitimate market value instead of at artificially inflated prices created by dealers that take advantage of other's ignorance. Helping to protect those fans is a true benefit to our retailers because value cultivates repeat business, and both Sirius and Cosmic Therapy are here for the long haul.

Finally, I will present the most pragmatic point-of-view of all. Consider: Who would you rather be in the trenches with; the foolish, profiteering Lieutenant that betrayed your platoon and got you cornered in the trench? Or the experienced and committed soldier whose eyes are squarely set forward toward the uphill battle home?

By the way, the name of the company is Sirius Entertainment, not Sirius Comics.

Robb Horan
Publisher
Sirius Entertainment

Uhm, let's not forget the Pepsi/Taco Bell/Kentucky Fried Chicken/Pizza Hut/Doritos conspiracy either...oh God, now they know we're on to them....+

When you send in your response to **FAN**'s question of the month, send us YOUR PHOTOGRAPH and a line or two about the question we asked. If you do, you just might see yourself in **FAN**. We'll pick the best lines, print them in the magazine and run your picture next to your quote. It's easy. It's safe. And it's fun for fans of all ages, so tell mom and dad too.

Unfortunately, **FAN** cannot return the photos you send us, so make sure you have a copy. Please include your NAME, AGE, and ADDRESS on the back of each picture.

Mail to
POLL POSITION
Gemstone Publishing
1966 Greenspring Dr., Suite 405
Timonium, MD 21093

ARE YOU FAN ENOUGH?

My aren't we optimistic. 93% of readers who responded to the **POLL POSITION** in **FAN** #21 said that 1997 will be a good year for comics, 2% wrote in to say they expected things to stay the same, while only 5% believed things would get worse.

Here's what one fan had to say:

"Just think! Peter Parker as Spider-Man again, the new self-contained Batman, good comics like **Astro City** finally getting the recognition it deserves, etc., etc. It was all just preparing for 1997! What a lot of companies did in late 1996 was prepare for 1997, and very soon it will show!"

Nick Keppler, 13
address withheld by request

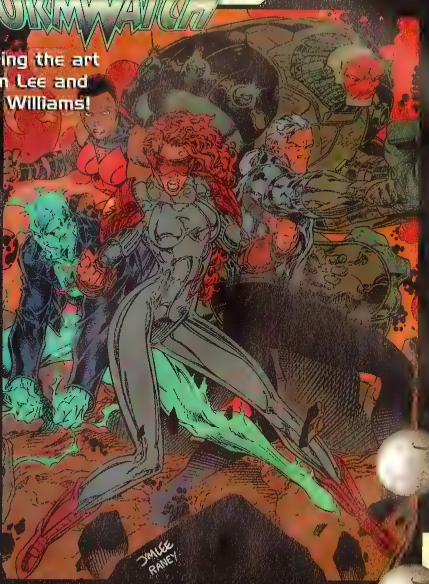
POLL POSITION

Each month in **FAN**, we ask you, the reader, your opinions on different aspects of the comic collecting industry. After tallying the results, we'll publish them right here for all the world to see, including the head honchos who are calling the shots at your favorite (and not-so-favorite) companies. So clip this out, copy it, or write your response on a post card and mail it to POLL POSITION c/o **Overstreet's FAN**. Oh yeah, and for you cyber-people, feel free to e-mail your response to **FAN**, just be sure to mention POLL POSITION in your header. **All responses must be received by April 23, 1997 in order to be tallied.**

THE NEW SUPERMAN COSTUME LOOKS

_____**REALLY COOL** _____**DORKY**

StormWatch #47



Featuring the art of Jim Lee and Scott Williams!

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Visit WildStorm on the Web at http://www.wildstorm.com!

Jim Lee co-created StormWatch...
...but he never penciled an issue...
...until NOW!

Warren Ellis • Jim Lee • Scott Williams

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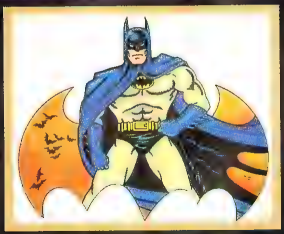
APRIL

from WildStorm Productions and Image Comics

FAN GALLERY

FAN ARTIST OF THE MONTH



BATMAN
John N. Occhiuto New York, NY

THE HAUL

The Dark Knight Hardcover Signed & Numbered Edition

ARTISTS OF NOTE

MADMAN
Rick Blackwell Plainville, MA

BOBA FETT
Dylan Kahler Redding, CA

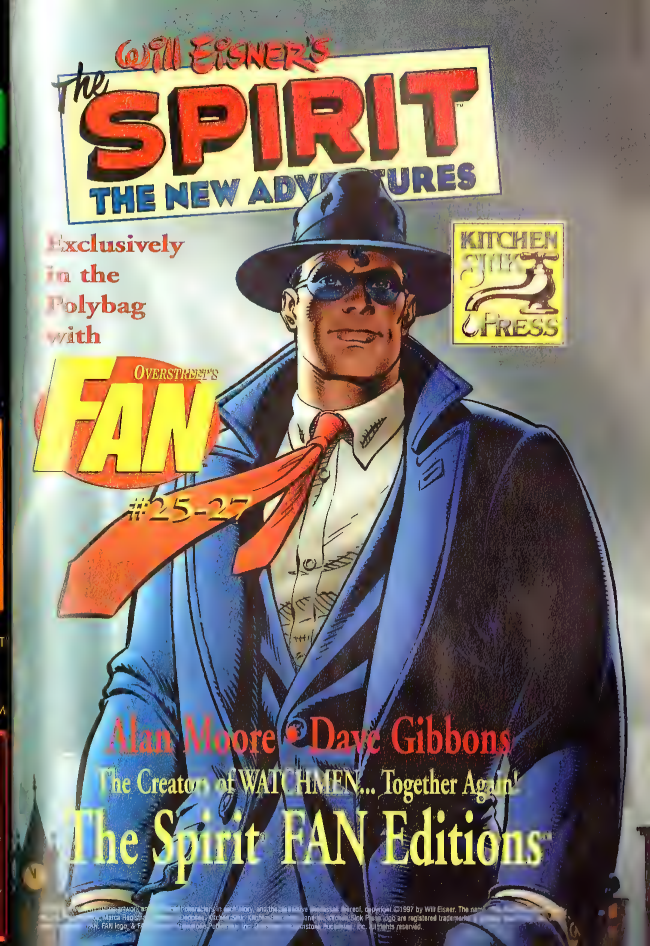
WOLVERINE
Logan B. Pallett Bedford,

SPAWN & THE DARKNESS
Dan Merisanu

CABLE
Duwvan Johnson Brightion, M

YOU LIKE TO DRAW? YOU LIKE FREE STUFF?

Each month, **FAN** picks the best artwork sent in by our readers to run in the magazine. If your art is deemed by the **FAN** staff to be the best, you'll receive some way cool prize, pulled from the vast underground **FAN** vault o' valuables. All entries must be addressed to **FAN GALLERY** and include your name, age, address, and phone number. And remember, nothing you send us is returnable, so keep your originals.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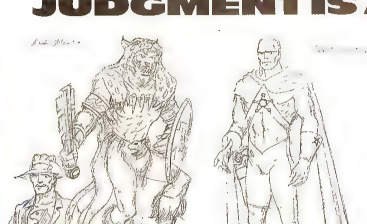
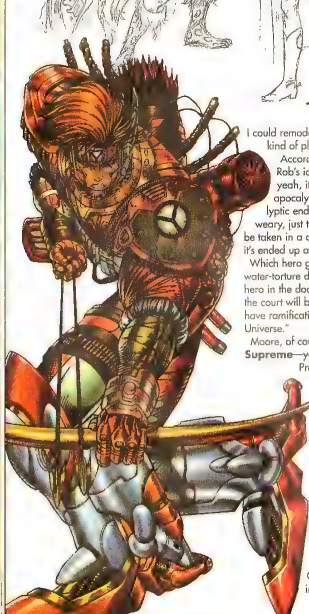
The Spirit FAN Editions

facts UP FRONT

JUDGMENT IS AT HAND!





Extreme's Shaft

Is your Universe broken and lifeless? Titles wandering aimlessly around? Characters stale? Just give Alan Moore a call and—wait, that's what Maximum Press did ..again. **Judgment Day** is planned to be a three issue series with a rotating art team that includes some of the finest in the biz. People like Adam Pollina, Dave Gibbons, and Liefeld himself have stepped up to help Alan hit one out of the park...again.

"While doing **Supreme**, it occurred to me that what I've been doing was to go through the history, or pseudo-history, of a Superman-type character, from his origin in the '20s or '30s through to the present day. In the course of these stories, I was also showing some background that had previously never been seen of the Extreme Universe as it was during those decades. I had flushed out the group the Allies into a sort of '40s version called the Allied Supermen of America, which is a kind of All Winners Squad/JSA group of heroes. I mentioned to Eric Stephenson [Editor at Maximum] that if Rob wanted, in the course of **Supreme**, I could remodel the Extreme Universe and make it a much more coherent and dynamic kind of place." A ready-made Universe from the ground up? We'll take it.

According to Alan, the whole deal went down something like this: "The title was Rob's idea, that was something that he liked. When Eric put it to me I said, 'Well yeah, it's a good enough title,' but it made me think immediately of some big, apocalyptic, end of the world-thing. As soon as I mentioned the words big apocalyptic end of the world-thing, I said, 'I'm already starting to yawn.' It made me feel weary, just the thought of another Big Apocalypse. Eric understood, but maybe it could be taken in a different direction so that it wasn't related to that. I thought about it awhile; it's ended up as the entire three issues, the centerpiece, will be a murder trial."

Which hero gave into the Dark Side true believers? Moore won't say and the Chinese water-torture didn't work on him, but he did let the following slip: "There'll be a superhero in the dock, it'll be a superhero who is the victim of the murder, the witnesses and the court will be superheroes, and in the course of the investigation of the case, it will have ramifications that will run all the way back to the pre-historic origins of the Extreme Universe."

Moore, of course, is no stranger to revision—take a look at what he's done to **Supreme**—yet his work on **Judgment Day** will, literally, affect all of the Maximum Press titles. "Not only will I be writing Judgment Day itself, but I'm also working upon synopsis notes for how the various series that come out of **Judgment Day** should be treated. Long-standing books like **Newmen** and **Youngblood** won't be coming out of the same way they go in; they'll be changed, revised, and brought into line with the vision that I'm developing. The comic universe that I'd like to create." A Universe that, according to Moore, has been lost in the continuity-less world of the '90s. "It struck me that I could come up with something that was interesting and dynamic and also allowed for a greater range of possibilities to grow out of it. Something that opened up a Comic Book Universe the way that used to be more open back in the '40s, '50s, and '60s. Back then superheroes were part of the market, but there were also Western books, Humor books, Romance books, Supernatural books, War books, things like that. Any conceivable genre have got its place somewhere. I think that that was better, so I'd like to create a fully three-dimensional Comic Book Universe that allowed for some of those possibilities." Create he will! Look for the world to begin anew with **Judgment Day #1**, in stores in May!

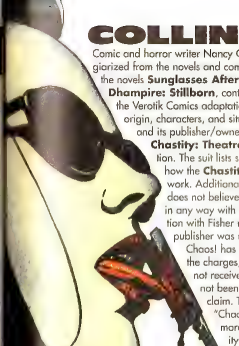
—J. Patrick Rybandt

COLLINS SUES CHAOS!

Comic and horror writer Nancy Collins has filed suit against Chaos! Comics, claiming that the comic company plagiarized from the novels and comic series featuring her character, the vampire Sonja Blue. Collins, the author of the novels **Sunglasses After Dark** and **A Dozen Black Roses** as well as the recent DC Comics one-shot **Dhampire: Stillborn**, contends that Chaos! lifted elements from her Sonja Blue novels as well as the Verotik Comics adaptation of **Sunglasses After Dark**, including the basic plot, origin, characters, and situations from the series. The suit against Chaos! and its publisher/owner Brian Pulido names the Chaos! mini-series **Chastity: Theatre of Pain** as the plagiarized work in question. The suit lists seven physical examples demonstrating how the **Chastity** series takes directly from Collins' work. Additionally, the suit notes that, while Collins does not believe Verotik publisher Hart Fisher conspired in any way with Chaos! publisher Pulido, Pulido's association with Fisher makes it highly improbable that the Chaos! publisher was unaware of Collins' work.

Chaos! has issued a press release vehemently denying the charges, asserting that, as of our press date, it has not received any notification of the charges and has not been contacted by Collins in reference to the claim. The Chaos! press release further states, "Chaos! views Ms. Collins' charges as nothing more than an effort to capitalize on the popularity of the Chastity character and the **Theatre of Pain** mini-series." Further, Chaos! is looking into the possibility of filing legal action against Collins based upon her statements. **FAN** will keep you informed as this case develops.

—Christopher Woodward



facts UP FRONT

CATCHIN' THE PLAGUE

So you're tired of reading comics that promise new and different stories, but never deliver. Well, George Perez has got your *new and different* right here, pal! "Crimson Plague is DiNA: Simmons—a female fetus of mysterious origin who was brought to term in a tube to full adulthood *in a period of five years*. During the course of that time, scientists have found that her blood's also extremely toxic, and as she's reached adulthood, corrosively lethal to anything that it touches. Unfortunately, being like most women and having a feminine cycle—the frequency of which scientists cannot predict because she's an adult at five years—the toxicity of the blood becomes airborne and can devastate an entire planet within a day...and does."

Okaaay!! That's a helluva long way from his **New Teen Titans** and **Wonder Woman** work, but George Perez is breaking all the rules with **Crimson Plague**—a six-issue, creator-owned, bi-monthly, too cool for words, science fiction limited series from Event Comics that starts in June. But though it's an original, albeit controversial, idea in creating a heroine with a deadly—ahem—cycle, you've still got to ask yourself, "What's the deal?!!"

"The thing about her feminine cycle is something that I couldn't avoid using a female character with blood as her identifying power and weapon," Perez explains. "I wanted to be able to do a story where I dealt with, in an adult approach, what is an actual consideration of this particular power, and I've tried to have it as a mature, but not prurient, type of thing. There will be a warning label on the cover but if **Crimson Plague** were a movie, it would, only get a PG rating as opposed to an R rating, since there's no nudity in the book and expletives are fairly mild."

With **Crimson Plague**, which Perez calls an "interactive comic" (all the characters are modeled after real people who've written in and signed release forms), he plans to tell DiNA:'s story of her journey to Earth, as well as what may be certain doom for all involved.

"DiNA: learns that a cure exists on Earth," Perez reveals, "so she heads for our little planet. Of course, her cycle is unpredictable, so the goal for Earth is to stop her—revealing machinations in which she's both being used as a pawn by some as well as possibly the only means of salvation for others. It gets a little weird [laughter]."

—Scott Braden

BRITISH BLOOD INFUSES VAMPIRELLA WITH NEW LIFE

Harris Comics has been consistently presenting some of the best horror comics of the '90s with their **Vampirella** titles, showcasing a variety of talented writers and artists as they take a stab at the original Warren "Bad Girl." The camp heroine turned comic book icon has been thrilling and chilling readers since 1971, and, ever since her resurrection by Harris in 1992, she's maintained her status as one of the most popular and recognizable female comic characters. Even when the "Bad Girl" craze ran its course, Vampi emerged triumphant. Now, following the spectacular 25th anniversary celebrations of 1996 and Vampi's dramatic death at the hands of the malevolent Mistress Nyx in **Vampirella: Death and Destruction**, Harris is pulling out all the stops to revamp their scantily clad star for the next century.

Having lost everything she knew and loved, including her long-time lover and partner, Adam Van Helsing, Vampirella pursues a vendetta against the evil Nyx in the current mini-series **Vampirella Lives**, written by fan fave Warren Ellis, with art by Amanda Conner and Jimmy Palmiotti. The **Vampirella Silver Anniversary Collection**, featuring both "Good Girl" and "Bad Girl" covers by Jim Silke and Mark Beachum respectively, is also ending its four issue presentation of classic black and white Warren tales from the past. Vampi's even had time to fly over to the DC Universe, teaming with a certain Gotham City crime-fighter's on-and-off-again feline nemesis in the hit crossover, **Catwoman/Vampirella**, written by Chuck Dixon, with art by Jim Balent. But that's only the beginning! In an upcoming issue of **FAN**, we'll give you the behind-the-scenes scoop on Vampi's own British invasion as we talk with Mark Millar and James Robinson about their plans for the Damse. from Drakulon.

David Bogart, Managing Editor at Harris, is certain that Vampi is beginning her best year yet, stressing, "With these writers, and artists like Gary Frank, Louis Small Jr., Ray Lago, Mark Texeira on Millar's **Vampirella Vs. Pantha**, and Joe Jusko on Robinson's **Vampirella: Blood Lust**, we've got everything covered!" Well, everything except Vampirella herself that is. But that's the way we like her! Stay tuned to **FAN** for more on Vampi's exciting new direction as she wings her way into comic stores throughout the year!

—Arnold T. Blumberg

LIGHTNING - CREED = ?

In a mutual agreement, Trent Kaniuga and Lightning Comics announced that after Lightning publishes **Creed: The Good Ship & The New Journey Home** #1 in June, the creator and his character will be moving on. Kaniuga and his creation have had a home at Lightning since June of 1995, and Kaniuga stated, "It's time for me...to wander the industry. I definitely intend to continue Creed but can't reveal the identity of the new publisher." As soon as he lets us know, we'll let you know.

—JPR

facts UP FRONT

AND THE WINNER IS...

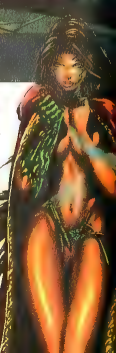
The experiment that was Marvel exclusivity is no more! Heroes World is no more! Diamond is still around, and, starting February the 26th, Marvel product will once again be available through Diamond to the direct market starting with the April issue of **Previews.** Does this mean that all of Marvel's problems are behind them? It looks to be a good start. What does this mean to the average comic fan? Absolutely nothing! We just wanted you to know exactly what it is that your local comic shop owner/employee is complaining about for the next couple of weeks.

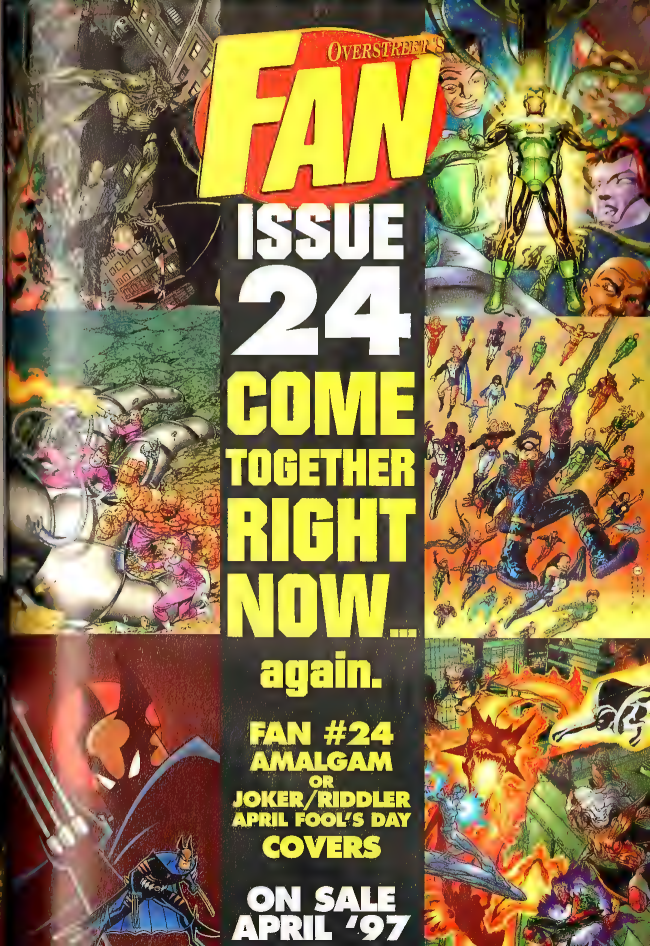
JPR

HAPPY ANNIVERSARY TOP COW!

A couple of those nice people from the House that Marc built stopped by the **FAN** offices in the month of February and told us a sad story. It seems that they're been doing this Guaranteed Shipping thing for a whole year and nobody even gave them a thanks or congratulations on their Anniversary! What's more, every book they guaranteed shipped *on time!* So from all of us, and all you fans out there, we want to stand up, clap our hands till they hurt, and say, "Thanks to Top Cow, and here's to many more years of getting the comics to the fans when they expect it!" You can sit down and enjoy the rest of the magazine now.

—JPR

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RIGHT
NOW...
again.
FAN #24
AMALGAM
OR
JOKER/RIDDLER
APRIL FOOL'S DAY
COVERS
ON SALE
APRIL '97

HOW DOES HE DO IT?

The Cult of Jackie Chan meets the world of Topps Comics. Starting in May, **Jackie Chan: Spartan X** #1 kicks off (it was just begging to be written that way) a six issue series that stars the World's Greatest Action Hero. Set to coincide with his newest film, *Operation Condor*, the comic will be faithfully produced by long-time comics mainstay, artist Michael Golden, with plots being handled by Ric Meyers. This full-color series will be jam-packed with action in the tradition of Chan's awesomely over-the-top films. Renee Witterstaetter, editor of the project, had this to say, "We take Jackie from Paris to Russia to Asia, and get him in quite a lot of trouble along the way." She also went on to assure that fans of the Cult of Chan "will not be bored!" Death defying stunts, thrills, and action in comic book form starting this Spring!

—JPR

RUMOR HAS IT...

- Accoliming to [illegible] reinte[illegible] high wate[illegible]
- With "[illegible] creative [illegible] approached [illegible] ing World [illegible]
- Rumor[illegible] Claremont [illegible] sources [illegible] the **Fantastic** [illegible] other titles [illegible]
- At press [illegible] Scott Lobdell [illegible] Uncanny[illegible] up both [illegible] for departure [illegible] working with Rob on [illegible] wait and see.

THE DEAN WILL SEE YOU NOW

Now *this* is a good idea. Dean of Comics opened its doors on the campus of California State University and became the first comic retail outlet of its kind, the first comic/card specialty store ever to be opened on a University campus. The comic book store became a part of The Pavilion, a group of retail stores on the campus that includes a travel agency, credit union, gift shop, and a Tower Records. The store opened in the latter half of 1996 and was greated by the Chaos! Comics gang to commemorate this historic venture. Larry "Dean" Allen, the guy who thought all this up, has it in mind to attempt this same venture with over fifty other colleges based on the success of this first opening. Cross your fingers folks, Dean of Comics could go a long way into opening up the much needed avenues of new readers.

JPR

facts UP FRONT

ONE MORE TIME...

Now that **Strangers in Paradise** is rolling out a little more frequently from Homage Comics, Terry Moore has decided it was the right time to roll it all out again. Starting in May, **SIP** (you figure it out!) will be reprinted starting with the first issue of the original mini-series. Continuing for a projected 17 months (17 issues...you do the math!), the new **Gold Reprint** series will be shot from the original negatives and be distinguishable by a gold logo right there on the cover. Now is the perfect time to catch up with Francine, Katchoo, David and the rest of the cast in this new affordable, only $2.75 per issue, format.

—JPR

Discover the excitement inside

PREVIEWS

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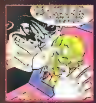
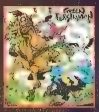


The Adventures of The Mask

New! Preview of the upcoming bi-monthly Spirit Comic!



Usagi Yojimbo

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Frank Quitely

Frank Quitely's first big American series came in the shape of Vertigo's ***Flex Mentallo*** *series in 1996. But, as is often the way, he'd already been working in comics for over five years. Starting his career in the Scottish humor comic* ***Electric Soup****, he moved onto Fleetway's* ***Judge Dredd The Megazine*** *to draw both the futuristic Ninja police series* ***Shimura*** *and, with Gordon Rennie, the epic* ***Missionary Man*** *series. It was his Fleetway work that led to extensive contributions to Paradox's* ***Big Book*** *series and* ***Flex Mentallo****. Currently he's drawing the first book of Vertigo's new twelve-part series,* ***20/20 Visions****. FAN spoke to him on the ascendant.*

"When I was growing up I used to get one comic a week," recalls Frank Quitely. "It was the **Beezer and the Beano** when I was really young, the **Bullet** when I was a little older. I used to read my pals comics, things like **Hotspur**, **Tiger & Scorcher**, and **Warlord**. My two big sisters got **The Mandy** and **The Bunty**, and I read them too. This guy, Sean Wilkie, who lived across the road used to let me read his Marvel comics; **Daredevil** and **Conan** were two of my favorites. But the only comic I read regularly through my teens was **Mad**. It was brilliant. They used to use a lot of old-fashioned looking artists that were great and of course, they had Sergio Aragones and Jack Davis. My favorite was always Mort Drucker."

Frank has come a long way from trading comics with the neighbors. Over the last ten years in fact, many Scottish comic creators have found success. Frank is just the latest in a long line. "I don't know why," he admits. "There are quite a few of us from around Glasgow and Edinburgh, so it seems like there might be an unusually high number of creators from a small area. But just look at the amount of comic writers and artists from some of our neighboring European countries."

Frank's come on a lot since his early days with **Electric Soup**, but he still has fond memories of the series. "The thing I liked about working on **Electric Soup**," says Quitely, "was that we were self-published when we started out, and none of us had drawn for a comic before, so it was a bit like being wee again and just doing anything you wanted. That's something that's really good about small press."

Life has changed a lot for Frank since those small press days. Since Frank's wife had a son, he's had to change his working schedule, but he's gotten used to it. "One of the reasons **Flex Mentallo** took so long is that when Ann Jane gave birth, I asked DC for a few weeks rest but it ended up being more like a couple of months before I started working again, by which point we were hopelessly in debt. I'm really working now, though sometimes I work at my mum's to make sure I have no distractions."

While living in the country does have its tranquil benefits, it can sometimes put Frank at a disadvantage as well. As **20/20 Visions** is set in a futuristic New York, Frank had to resort to lots of photo-references for the settings. "I actually had some problems with that," Frank admits. "I needed reference for Times Square and a few other bits and pieces, like Washington Square Monument. There were locations in and around New York, which I needed total reference for, which proved to be a bit of a problem. For example, looking for reference for Times Square, you find that everything is the same postcard style of image looking up towards the billboards. This doesn't actually give you any idea of what it looks like. In the end I managed to get some photo reference between Axel [Alonso, Associate Editor on the project], Jamie, and myself.

"**20/20 Visions** is a pretty broad series. You could maybe call it a near-future-urban-horror. It is horror to an extent, it's not Hammer horror or schlock horror. It's really just an horrific future."

While **20/20 Visions** is definitely a very Vertigo series, Frank doesn't believe he's in any danger of being typecast as a Vertigo artist. He explains, "I think there's a kind of expectation that you start working on Vertigo at DC, and then it would be a natural progression to move from Vertigo to the DC Universe. I've got some things in the pipeline which are for the DCU but, to be honest, I think that there's enough variation at Vertigo for me to be quite happy to stay there for a while and certainly to go back to it if the offers come."

—Joel Meadows

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Will Eisner is revered in France as in America.

DC's Batman: The Long Halloween artist Tim Sale.

ANGOULEME: THE CITY OF COMICS

The festival of Angouleme, in France, is described by its founders as, "a place where artists and scriptwriters can meet each other and their readers. It is a time to get to know all those involved in comics and acknowledge special talent." And although we have similar festivals (conventions) in the United States, they all pale in comparison to Angouleme.

Once a year, professionals, artists, and media from all over converge here to participate in this great cultural fair. Although the festival only lasts for four days, it continues promoting comics all through the year. On the local, national, and international level, workshops and exhibitions are developed such as " A Look at European Comics," which will tour the U.S. for over a year.

Several major events were planned to accompany the festival, with gallery exhibits taking place all over town. Tents were erected all over the city acting as publisher, retailer, and museum display areas. Some of the most notable exhibits included:

TINTIN'S PUBLISHER CELEBRATES THE BIG 5-O!

50 years ago, Lombard, the publishers of **Tintin**, came into being with the renowned periodical **Le Journal de Tintin**, which quickly gained praise as one of Europe's most popular publications. This exhibition celebrated Lombard's fiftieth anniversary and took us on a visual tour of the famous Belgian comics publisher.

FRANCE'S ANSWER TO THE U.S. COMIC MUSEUM

The "Centre National de la Bande Dessinee" (National Center for Comics and the Image), which houses the Comics Museum, was founded in 1991 and owns approximately 4,000 original drawings. Their regularly rotated, permanent exhibition shows a selection of 250 pieces. The main exhibit documents the evolution of French comic art from 1830 to the present (featuring the works of Caran d'Ache, Calvo, Forest, Fred, Giffey, Gotlib, Herge, Pellos, Pinchon, and many others), and also contains a special section showing American comics (including works by Kirby, Capp, Eisner, Foster, Herriman, Kelly, Kurtzman, McCay).

AND ALL THAT OTHER GOOD STUFF

Local film theatres and auxiliary areas were set up to show comic-inspired films such as *Who Framed Roger Rabbit?*, *The Mask*, *Casper*, *Batman*, *Dick Tracy*, *Superman II*, *Barb Wire*, *The Crow: City of Angels* and *Ghost in the Shell*.

Among the featured guests were Cam Kennedy, Fred Blanchard, and Oliver Vatine (**Star Wars**) at the Dark Horse Booth; Alan Davis (***Clandestine***) and Carlos Pacheco (**X-Men**) at the Marvel Booth; and Tim Sale (**Batman: The Long Halloween**) at the Semic Booth. Also in attendance was the great Will Eisner (**The Spirit**).

With a wide diversity of attendees (ages 3 to 83), the complete lack of collector mentality, and major corporate sponsorship from Pepsi and others, this festival will only get bigger in years to come.

—Jason E. Topolosky

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COMPANY NEWS

Spring Fever! Spring Fever! Spring Fever! Spring Fever! Spring Fever! Spring Fever! Spring Fever! Spring Fever! Spring Fever! Spring Fever! Dig it!—J. Patrick Rybandt

you fans out there weren't ready to spend your money on an adaptation of a show that really, when the truth be told, was mildly entertaining at best. Plans for the **Martin** comic remain unaffected (it's a joke, relax). • More **Study Guides** in May. This time around we have the following: **Ivanhoe**, **A Journey to the Center of the Earth**, **The Mysterious Island**, **Gulliver's Travels**, **20,000 Leagues Under the Sea**, **From the Earth to the Moon**, and **America's Funniest Home Videos** (again, a joke, take a deep breath and try to relax). • The Eternal Warriors are back in **Eternal Warriors: Digital Alchemy**. This quarterly series is available in May for $3.95. • **Dr. Tomorrow** kicks off a twelve issue mini that spins out of **Operation: Stormbringer**, and marks the return of Bob Layton to comics. Issue #1 is $2.50 and features a Mike Mignola cover. • From the Young Readers end of Acclaim comes the notable **Tick Special** among other children's entertainment. All of these digest sized comics are $4.50. • Issue #1 of **Dateline: NBC**...oh forget it! You're no fun at all!

AARDWOLF PUBLISHING

Thank God they were able to finally get this thing published. After difficulties due to a bunch of insider market crap, **Lorelei** will be published beginning in April. Volume Two #1 will feature a wrap-around cover by **Vampirella** artist Louis Small, Jr.

ABIOGENESIS PRESS

In June you can enter the world of Strangehaven with the **Strangehaven Starter Pack**. The whole deal contains the first four issues of the series and a signed & numbered print for only $11.49. To tide you over, **Strangehaven** #7 will be available in May from creator Gary Spencer Millidge.

ACCLAIM COMICS

The **Quantum Leap** comic has been put on hiatus. Apparently all

Special is a 64 page one shot by writer/artist Alex Robinson. It'll cost ya $4.95. • More Warrior Nun as the latest spin-off mini, **Crimson Nun**, hits the stands in full color for $2.95.

ANTARCTIC PRESS

When they're not making cool action figures, they're making cool comics, and May is no exception. The little-series-that-could, **Box Office Poison**, gets the super-dooper special treatment in May. The **Box Office Poison Big Super**

ARCHIE COMICS

Take a vacation with Archie and the gang as they have wholesome summer fun in **Archie's Vacation Special** #5, available in May for two bucks. • Cheryl Blossom takes on a "shock-jock" in **Cheryl Blossom** #4, also available in May.

AVATAR PRESS

She's been Giant-Sized before and by God she'll do it again! **Donna Mia Giant Size** #2 arrives in May with a regular and limited foil variant cover. Variants used to be a surprise.

BLACKOUT COMICS

In May, spinning out of the world of Hari Kari, comes **Tormentress: Mistress of Hell** #0. The first Blackout title to star a villain, **TMoH** #0 will be handled by creator/writer Bruce Schoengood with art by Kenneth Lilly.

BONEYARD PRESS

Hart Fisher is back. Six years to the month that he entered comics armed only with his wit...and **Dark Angel**, Fisher returns from his self-imposed exile. **Dark Angel** #1, the new series, will be available in May and continue on a bi-monthly basis for $1.50.

BONGO COMICS

Wing Ding! That's what it is, it's a **Simpsons Comics Wing Ding**, 120 pages of Simpsons fun for only 12 bucks in May. Whattadeal!

CARTOON BOOKS

The second installment of the Rockjaw Saga drags itself into stores with **Bone** #29 in May. Wasn't Saga an early eighties band?

CHAOS! COMICS

May kicks off the **Evil Ernie: Destroyer** nine issue limited series. This one was formerly called **Quest for Nukes** but they changed it. It stars just about everybody from the Chaos! U., and should feature lots of wanton destruction. • The litigated **Chastity** (see Facts Up Front) ends her mini-series as #3 wraps up the whole thing in May. She might be back.

CLAYPOOL COMICS

In May, Elvira takes one step closer to fifty as **Elvira** #49 arrives in your local comic book store. Of course there's a photo cover. • **Deadbeats** heads towards a benchmark as well with **Deadbeats** #24, also in May. • Three new TPB's en route in May: **Elvira Mistress of the Dark**, **Deadbeats**, and **Soulsearchers & Co.** All are $12.95, and the **Elvira** TPB features a photo cover.

CRUSADE ENTERTAINMENT

Catch up with Billy and Shi with **Shi: The Way of the Warrior Trade Paperback** #3. This 160 pg full-color collection includes **Shi vs. Tomoe** and **Shi** #9-12. All yours for only $17.95. Collect 'em all! • Ya hate to see it end, but to all things there must be an ending. **Manga Shi 2000** wraps up with #3 (of 3, that's why it's ending) in May, as Shi and her strike team take on COMSAFE. Ahhh Billy, you never cease to amaze and fill our little worlds with wonder.

DARK HORSE COMICS

Harvey Pekar and collaborators are back with **American Splendor: On the Job**. Available in May, this $2.95 one-shot offers more slice-of life from the "master of the autobiographical graphic novel." • **Ghost** turns 25 and celebrates with a special 48 page issue. On sale in May, this'll cost you $3.95 and offers a new direction for the character, a behind-the-scenes look at the creators, and a photo cover! • The Gunsmith Cats are back in May with a new five issue mini-series. **Gunsmith Cats: Shades of Gray** #1 is $2.95. • Scott Braden doesn't even smoke but you can bet your last dollar that he'll be picking up the Hellboy Zippo available from DHC in June. Our money's also on the fact that even though he has multiple copies of the **Hellboy: Wake the Devil** series, he'll be shelling out the $17.95 for the trade collection also available in June. And you know while he's reading the TPB and playing with the zippo he'll be wearing the Hellboy Baseball cap. Gotta love that Scott! • Sure it's gonna be expensive but it'll be worth every darn penny, we promise. The **Madman Comics Limited Edition Hardcover Set** is comin' at ya in May. For 100 smackaroos you get a signed and limited edition that collects the first ten issues produced by Dark Horse in a two-volume slipcased set. • Joining the DH ranks comes *Starship Troopers*...in comic book form! **Starship Troopers: Insect Touch** is by the team of Warren Ellis and Paolo Parente and is "what **Dark Empire** was to *Star Wars*." Get in on the action for only $2.95 in May! • Speaking of *SW*, **Star Wars: Dark Force Rising** is the latest adaptation of the novel of the same name from author Timothy Zahn. This limited series will kick off with issue #1, for $2.95, in May.

DC COMICS

Check it out in March. You've got **The Batman Chronicles Gallery** which is full of cool pin-ups from cool artists for $3.50. • If you missed out the first time, The Death Statue is back...only it's a little smaller. The Bachalo designed Bowen sculpted, mini-version

COMPANY NEWS

of the original is yours for $59.95. • You read about it last month in **FAN**, now check out the issue for yourself. **Sandman Mystery Theater** #50 is available in March. It's extra big and only $3.50. • A whole bunch of cool new stuff comin' at ya in April! First up is another indy press guy doin' some work for the big boys. Matt Howarth, of **Those Annoying Post Bros.** fame, is bringing **StarCrossed** to life. The book will be released for $2.50 under the Helix imprint. • Following the resurrection of **The Unknown Soldier** comes **Weird War Tales** from Vertigo. This limited series will feature short stories by top talent. It's from Vertigo for $2.50. • Putting more fun back into the mainstream DCU comes **Young Heroes in Love**. Writer Dan Raspler and **FAN**-fave artist Dev Madan bring you all the fun for the low, low price of $1.75. • **The System**, by Peter Kuper, was one of the best things to happen to comic books. Now you can sit down and enjoy the whole thing in **The System TPB**. Yours in April for only $12.95. • The new **Big Book** is here! The new **Big Book** is here! **Big Book of the Unexplained** is $14.95 and should be available in April.

EXHIBIT A PRESS

Wolff & Byrd, Counselors of the Macabre: Case Files Volume Three will collect issues 9-12 of the series for only $10.95. 96 pages of spooky hysteria on sale in May!

EXTREME STUDIOS!

You're about to read about it in the next couple of pages, but the Judgment starts here. May sees the release of **Judgment Day** #1 by Alan Moore and a whole bunch of talented artists including cover artist Dave Gibbons! Yes, that Dave Gibbons, not his brother or cousin or some guy from New Jersey, but the real Dave Gibbons. The cover will wrap around and join the covers of the next two issues to form one big Dave Gibbons image. All yours for only $2.50!

FANTAGRAPHICS BOOKS

Following up 1995's **Self-Loathing** #1, comes...**Self-Loathing** #2 from R. Crumb and his friends, Art Spiegelman and Charles Burns. Look for it in May and have the $3.50 in hand. • The coolest looking series ever has a new issue in May as **The Acme Comic Novelty Library** #9 arrives in a size and shape we can only guess at.

FAT CAT

April showers may bring May flowers, kids, but who needs flowers when you can get the next pulse-pounding issue of **Oak**! Yes, on sale in May, **Oak** #3 will be sprouting up in comic shops all over. And this is one you won't want to miss, as our nature-lovin' hero procures his name from a surprising new ally.

FPG

Angels and Amazons is the latest from artist Chris Achilleos and FPG. The book will be available in May, featuring gorgeous paintings of bountiful, busty babes and costing you $24.95 for the softcover and an extra ten for the hardcover.

GRAPHITTI DESIGNS

In May comes a whole bunch of cool apparel to wear out in the warming weather. First up is the **Strangers in Paradise** T-shirt with the L and XL available for $16.95 and the XXL (or size-Elvis) available for $19.95. • Also new is the Smiley the Psychotic Button Embroidered Cap featuring Smiley the Psychotic Button from the Chaos! crew. It's a fully-adjustable wool cap for $19.95. • Order now so you have them to wear for the premiere of the new Bat-film. There are three shirts to choose from: Movie Logo, Dark Knight, and Can You Take the Heat. Each for only 18 bucks for L-XL; no size-Elvis on these.

HARRIS COMICS

Paritha was around back in the days of Warren Publishing and now you can relive the adventure under a new Gary Frank cover in **Paritha: Haunted Passion**. It's a one-shot in May for $2.95. • Vampirella

Sad Wings of Destiny is being pulled out and stamped with a gold seal. This special edition is limited to 5,000 copies for only $3.95!

HIGH IMPACT STUDIOS

In March from Ricky & Co. comes **Red Fury** #1 in a variety of sizes and colors. • In April, High Impact cleans up their act with **Double Impact: Assassins for Hire** #1. The story may be all auld ences but there will still be nude covers, some even featuring live models. What a class act!

IMAGE COMICS TODD MCFARLANE PRODUCTIONS

May is Spawn month! May is Spawn month! And we're all going to Hell! Well, okay, not really. Fact is, the average Spawn fan out there's going to feel like they're in Heaven during May, as **Spawn** #62, written and inked by Todd himself and drawn by Greg Capullo, hits the stands. Then, **Curse of the Spawn** #9 gives us the origin of Angela. No, really! This baby also has the first ever "jam" cover with pencils by Dwayne Turner and that Todd McFarlane guy and inks by Capullo and Danny Miki. And, best of all, an **Ultra Angela** action figure! Yes, really! For every 50 issues of copies of **Spawn** #62 and 50 copies of **Curse of the Spawn** #9 ordered (that's 100 copies total, kids), retailers will receive 1 exclusive **Angela** figure. So start buddying up to your retailer now.

WILDSTORM FINE ARTS

Own a piece of history with the never-before-printed Neal Adams cover to **X-Men** #56. This puppy is printed on primo paper, limited to 300 signed and numbered copies and will retail for $150 big ones. Save up those pennies and pick this up in May.

WILDSTORM PRODUCTIONS

Trade paperback mania has swept the company that Jim built. In April, get all the Gen¹³ you can handle in the **Gen¹³: Backlist** TPB. This is a collection of hard to-find issues and stories in one handy volume. It's $16.95. • The **Leave it to Chance** TPB will be a $9.95 trade collection that includes the first four issues of the series. On sale in April.

KITCHEN SINK PRESS

Oink is back! Writer/Artist, John Mueller takes his pig out for a spin one more time this May in **Oink: Blood and Circus** #1. It'll cost you $4.95 to fry this pan of bacon! • A new **Crow** collection in May, **The Crow: Flesh and Blood** collects the mini-series of the same name. This time around, the TPB is $10.95 and features a new cover and an intro by Nancy Collins. • "It's Kennedy nostalgia deep-fried in absurdity." That's how KSP describes the new series, **Racketship Go!**. Writer/artist Todd Ramsell brings us all the groovy action in May for $3.50!

LIGHTNING COMICS

Always the essence of relevance, Lightning will be killing off their HIV-positive superhero, Bloodfire. He buys the farm in **The Death of Bloodfire** #1, available in

GEMSTONE PUBLISHING

ON SALE IN APRIL

THE OVERSTREET COMIC BOOK PRICE GUIDE
By Robert M. Overstreet • 27th Edition
Covers by Alex Ross
Soft Cover $18.00
Hard Cover $24.00
See our ad on Page 25 in this issue of FAN!

TALES FROM THE CRYPT #20
Full Color $2.50

WEIRD SCIENCE #20
Full Color $2.50

PANIC #2
Full Color $2.50

THE COMPLETE WEIRD SCIENCE
Four volumes in slipcase $90.00

THE LITTLE LULU LIBRARY
Each set $120.00

HAKE'S PRICE GUIDE TO CHARACTER TOY PREMIUMS
616 pages $24.95

May. In a strictly-for-the-sake-of-awareness, definitely not for the "shock-value," the issue will be available in a special edition polybagged with a condom. No, really.

MARVEL COMICS

As the Marvel side of Amalgam kicks off April, look for a few more surprises in the regular Marvel U. Who could forget the Devil Dinosaur? Well, actually a lot of people probably have no idea who or what it is, but that'll all be changed in the **Devil Dinosaur Spring Fling**. All new Kirby-inspired fun with a Ramos cover for $2.99. • **The Incredible Hulk** #454 gets a jolt of much-needed life with the addition of penciller Adam Kubert, as the Hulk takes on the Savage Land. • **Avengers** #8 introduces Wonder Man to the team. All the Reborn fun brought to you by Liefeld, Loeb and Churchill. • Over in the Reborn **FF**, Jim Lee and Co. introduce the Inhumans in **Fantastic Four** #8, on sale in April. • Stephen Platt kicks Cap into high gear with **Captain America** #8 where we see Cap in action with Nick Fury in WWII. • The Uncanny X-Men attempt to head back to Earth and find some surprises waiting for them along the way in **Uncanny X-Men** #345. • Things heat up over in the adjective-less **X-Men** as the team prepares to face the impending "No Exit" in **X-Men** #65. • Wolvie ditches the no-nose look and heads back to action in his old costume with the help of new artist Leinil Francis Yu in **Wolverine** #114.

MODERN

From Millennium Publications comes this sister company designed to "bring new readers to comics." Look for Modern title to include **Billy Dogma**, **Lovely Prudence**, and **Keyhole**. **Keyhole** #4 kicks things off in April under the Modern logo followed by the **Billy Dogma** series.

NBM PUBLISHING

The massive undertaking of collecting the Hal Foster **Tarzan** newspaper strips now comes in an affordable soft-cover collection. Volume #1 contains two years' worth of the **Tarzan** strip from the

years 1931-1933, for the affordable price of $24.95 On sale in May. • The work of the great Italian artist, Hugo Pratt, can be found in **Corto Maltese: Ballad of the Salt Sea** #1. For $2.95, experience the work of the master in May in standard comic book form

SIR[illegible] EN[illegible]TAINMENT

In April arrives **Crypt of Dawn** #2, the anthology featuring stories and art by the likes of Joseph Michael Linsner, Roel, Patricia Breen, and David Mack. All this under a Linsner cover for only $2.95. • The series **Halo** appears in the form it was born for, a 96 page illustrated novel. It's all by Chris Knowles and Martin Schneebaly and'll cost ya $12.95. • No more child-like creatures in fishnets? Dom's **Demongate** comes to a close with issue #12 in April. • Another chance to see some cool Drew Hayes art and tell you that **Poison Elves** #23 will be available in April.

SLAVE LABOR GRAPHICS

The Copybook Tales will be moving from a quarterly publication to bimonthly beginning with #4 in April! So go out and get a copy, ok?

TOPPS COMICS

Check out the Facts up Front for the latest on the Jackie Chan comic book from Topps! • In other, non-Facts up Front news, Topps will once again be adopting the work of a sure-to-be (although ya' never know, it could only make a couple of million) blockbuster to comics. **The Lost World: Jurassic Park** #1 arrives in May and is adapted from the screen by Don McGregor with art by Jeff Butler. In case you didn't know, the whale she-bang is based off the book by Michael Crichton. • Topps will also be producing trading cards for the movie and **The Lost World: Jurassic Park Souvenir Magazine**. Shipping in May, this insta collector's item will be $3.95.

WARP GRAPHICS

A story with no Elves?!?! What the !#@*?!?! **Samurai** #1 is the first part of a four issue mini-series by Barry Blair and Colin Chan, and features no f#@*ing elves! It'll be available in May in black and white for $2.95. • **The Wolfrider's Guide** to the world of **Elfquest** will now be available in May. It's twenty bucks and packed with pertinent info.

ZEN COMICS PUBLISHING

To celebrate the tenth anniversary of Zen, **Hellspace** is born in May. Issue #1 marks the first Zen/Nirza X crossover and will cost you $2.95. You'd better rush out and tell your retailer to hold onto a copy for you, 'cuz they're only making 30,000 of these hot little numbers ✚

TRAVELING

by Grant Morrison

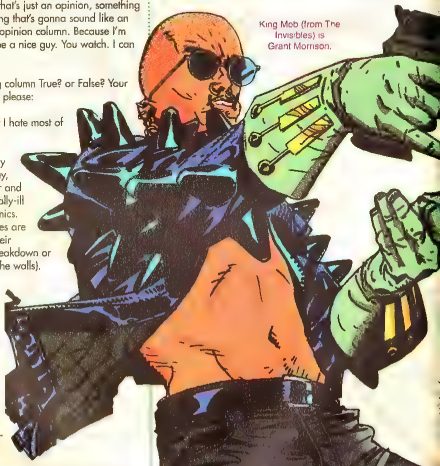
So Scott Braden's on the phone saying "You wanna write this 1,000 word Travelin' Soapbox thing we do?"...'cause that's how Americans talk and I know because I'm from Scotland (and Scotland is Little America), and I say "Yeah," like I'm DEE YOU EMM BEE. Because, last time I wrote anything like this—a regular "opinion" column entitled "Drivel" for the British fanzine **Speakeasy**—which is to say, last time I got up on a soapbox, I offended well nigh everybody in the civilized world and I don't want to go down that lonesome road again. Trouble is, you give me a thousand words and ask my opinions and I find it hard to keep my voice down. I start naming names and handing out addresses and that just don't cut the curry in the ol' USA where litigation comes second only to drive by shootings as the nation's number one recreational activity, so...I'm sniffing around for something to say here—something that's just an opinion, something *not too* inflammatory. Something that's gonna sound like an honest-to-goodness American opinion column. Because I'm different now. I'm cool. I can be a nice guy. You watch. I can be nicer'n 'em all.

So. Pop quiz: Is the following column True? or False? Your answers on a postmodernCard please:

You know what I *hate*? What I hate most of all about this medium?

'80s comics, man. Particularly "Adult" comics, (which is to say, superhero comics designed for and aimed at depressed and mentally-ill adolescents. Those "adult" comics. The ones where the superheroes are so f***ed-up, they can't tie their shoelaces without having a breakdown or getting gallons of blood over the walls). And what I hate more than the comics themselves—one or two of which were very well done and perfectly appropriate reflections of their times—is the absurd and nigh-religious reverence with which these throwaway pop products are now held. Even now, very recently, I've been reading stuff written by people who seem to think that the last original twist on the superhero concept, the last possible way to look at this little genre, occurred somewhere near the end of the **WATCHMEN** collected edition. There are a ton of people out there who appear to have stopped thinking ten years ago. Who appear to have stopped reading comics ten years ago. Who still think that thought balloons with straight lines around them, i.e. "narrative captions"—are somehow more sophisticated than thought balloons with little cloud edges (explain that one to me). Who describe themselves and their work as "twisted" and "sick," like that's supposed to make us admire them or something. And worse, who still think that it's a good thing for grown men to peddle cynicism, misery and distorted sexuality to little kids.

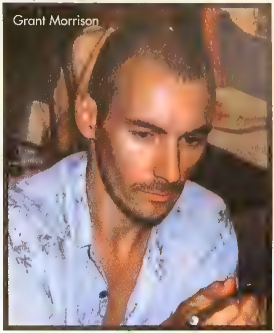
And maybe that's why I'm still finding so-called "superhero" comics which feature lovingly-depicted mutilations and rape sequences. Bestselling comics, even, in which young women with sexy underwear get abused, humiliated, tortured and finally, grotesquely killed by drooling morons for the entertainment of...well, somebody tell me. I'm baffled. WHO GETS OFF ON THIS? These are comic books I'm talking about. Mainstream. Superhero. Comic. Books. I don't know, maybe you guys are into this stuff but where I come from, if you wanna get your problems with girls off your chest, if you're working out some long-repressed hatred of your Mom or something—you go to a shrink. That, or you take your thoughts to the alternative press where they can be appreciated for their "burning literary edges" or whatever. But not in



King Mob (from The Invisibles) is Grant Morrison.

SOAPBOX

Photo by Albert Ortiz



from all the children, huh? How many times does it have to be said?

These are SOO-PER-HEE-ROH COH-MICS! We're doing stories for children here. Can we really hate kids so much that we deliberately target their minds and their limited allowances with these glorified images of female degradation and agony and relentless, grinding, Son of Sam style prose?

Yeah, but it's cool, right? It's so *Rivers Edge*. It's so in-touch with the screaming schizoid nightmare that is...what exactly? The World? America? Or just the rubber-room heads of the people who push their own psychic trash as entertainment?

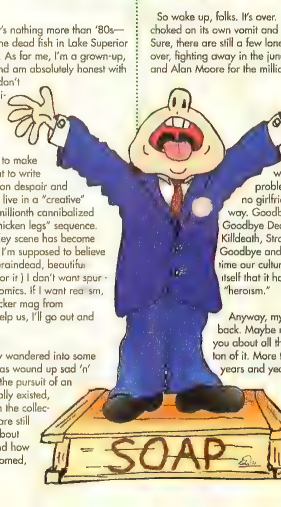
Who knows.

But in the end, if you ask me, it's nothing more than '80s—gone so finally rotten that even the dead fish in Lake Superior are complaining about the smell. As for me, I'm a grown-up, and when I stare in the mirror and am absolutely honest with my soul and my heart, I know I don't want to inspire kids to torture animals. I don't want to encourage young boys to see women as hunks of meat, lining up to be abused in their Frederick's of Hollywood lingerie. I don't want to make misogyny seem cool. I don't want to write comics for children which thrive on despair and revel in cynicism. I don't want to live in a "creative" environment defined by the ten-millionth cannibalized rehash of **DARK KNIGHT**'s "chicken legs" sequence. (The sexy-girl-menaced-in-the-alley scene has become almost a sub-genre in itself. Like I'm supposed to believe America's alleyways are full of braindead, beautiful women in hot pants just asking for it.) I don't want spurious "realism" in my superhero comics. If I want realism, I'll pick up the latest whining slacker mag from Fantographics or maybe, God help us, I'll go out and live my own real life.

Seems to me that grim 'n' gritty wandered into some sewer outflow somewhere and has wound up sad 'n' sleazy. For the last ten years, in the pursuit of an adult readership which never really existed, we've been shooting ourselves in the collective foot; but while some of us are still limping along complaining about how rotten everything is and how the comics medium is doomed, more and more of us are out there generating business and doing comics you can read without wanting to commit suicide or rape a nun. Comics that glamorize life and not Death. Comics done with love and imagination and hope, 'cause personally I think it's cooler to see kids happy and excited than it is to make them want to stick a shotgun in their mouths and play Kurt Cobain with the wall paper. Hell, maybe I'm just weird or sumthin'.

I dunno. Last year was supposed to be the worst year the "industry" has ever seen since it all began but I was at San Diego and, I'm telling you, last year the smart money suddenly realized something: the tide had turned, the wheel had moved on and the good guys were starting to win again.

So wake up, folks. It's over. It's all over. "Grim and gritty" choked on its own vomit and it's dead as a doornail. Official. Sure, there are still a few loners who don't know the war's over, fighting away in the jungle, trying to rewrite Frank Miller and Alan Moore for the millionth mind-numbing time but it doesn't matter...it's all over and they just don't know it yet. The upright, armored '80s hero has now left the building. The big guy with his big gun, who promised to solve all our problems, turned out to be a jerk with no girlfriends and I never liked him anyway. Goodbye Rambo, Goodbye Punisher, Goodbye Deathstroke, Killpower, Bloodpower, Killdeath, Strokepower...you get the picture. Goodbye and good riddance until the next time our culture gets so sick and ashamed of itself that it has to look to those sad freaks for "heroism."



Anyway, my thousand words ran out way back. Maybe next time, I'll get a chance to tell you about all the great stuff I like. And there's a ton of it. More than there's been for years and years and years.

Thank you for your kind attention. See ya later, calculator +

Grant Morrison is the writer of DC's blockbuster series ***JLA*** *and DC/Vertigo's* ***The Invisibles***

SCOTT BRADEN'S

UNTOLD TALES

THE MARVEL WORLD OF TOMORROW

In 1990, Stan Lee wanted to introduce readers to the future of the Marvel Universe. But when that future finally arrived, it wasn't the tomorrow he had originally planned.

As one of the architects behind the Marvel Age, Lee and fan-favorite John Byrne were set to revolutionize comics again with Lee's proposed **Marvel World of Tomorrow**—a new line of comics that would chronicle the future of the Marvel Universe and become the predecessor to the **2099** concept.

"Stan called me up one day and said, 'I want to do this big thing,'" Byrne remembers. "Stan told me that he wanted to basically build his own little corner of the Marvel Universe, and it would be all about the future of Marvel. And he wanted me to be the 'Jack Kirby' who would help him create that universe. So I thought to myself, 'Well, jeez, if I don't do it, someone else will.'"

After the conversation, Byrne went straight to work. "I had this idea kicking around in my head—for several months at that point—which was a whole future, science fiction, hoohah thing. So I thought to myself, 'Well, I could take this idea of mine, and I could stick Marvel Universe references into it, and I could bend it slightly to make it what Stan wants it to be, and maybe we'd have something.' So that's essentially what I did."

Melding his story with Stan's concepts, Byrne liked where their project was going. He just wasn't that impressed with the character's names—especially Stan's suggestion for the hero, Ravage. "I tried to point out to Stan that it wasn't a real good hero name," Byrne recalls. "Maybe I'm old fashioned or something, but Ravage is a good villain name to me—not a hero's. But these days, where the heroes are called 'Deathkill,' I guess Ravage isn't so bad. I remember saying to Stan, 'Hey Stan, I've got a date with your daughter tonight and I'm going to ravage her!! How do you feel about that? [laughter]' I was trying to define for him why I thought Ravage was not a good hero name. But his reply was [imitating Stan] 'Why, it's a great, strong name!!' Okay, fine."

After finishing his first story for the **Marvel World of Tomorrow**, Byrne turned in the completed book to Marvel. As far as Byrne was concerned, he was ready to move on to the next story—or so he thought. As he remembers, "The people at Marvel sent me a twelve page memo detailing everything they wanted changed from what I had turned in as a finished story. *I had turned in a 64 page finished book!* And they sent me this memo that basically said, 'Change this, change this, and change this!' They basically wanted me to do everything to the project that I didn't want to do."

One of those changes included disclosing the fates of the current Marvel heroes to the reader—a move that Byrne thought would be detrimental to those heroes whose stories were taking place in the here and now. "One of the important points I made to Stan was that we should avoid *any* reference to whatever happened to the original characters," Byrne points out. "For example, if we had somebody in the year 2020 say, 'Gee, remember when Captain America got killed back in Aught 6,' then every Captain America story from then on would be totally dull and boring, because you'd know how Cap was going to get killed in Aught 6. And that was one of the first things that the powers that be at Marvel said they wanted. They wanted copious references to what happened to all those characters."

The last straw for Byrne was when he discovered that he wouldn't have the complete creative freedom on the project that he expected. Byrne explains, "Stan had originally approached me and said that the project would be a complete, independent entity (of Marvel's heroes line), and that 'we could get to do whatever we wanted.' He also said that I would essentially be the Editor-in-Chief of this new line, which sounded kind of fun. But as it turned out, and I guess it was kind of a rude awakening for Stan too, was that the powers that be at Marvel said, 'Get real! We're not going to let you do that!'

"So, basically I said, 'Well gee, I haven't got a contract, nor have I been paid for this, so I'm going to take back my part of it. If you're not going to play the game that was originally offered, then I don't want to play.' This is something that has happened to me so many times at Marvel that I've lost count. They would make an offer, and when it actually came right down to it, they'd say, 'Oh, that wasn't actually what we meant!' I'd then say, 'No, I got to this point on the basis of your original offer—not where we are now!' So in this case, I actually took it back, gouged out the Marvel Universe references, and turned it into my own project."

Even with Byrne's departure from the project, Lee still went forward with his dream. Acquiring the talents of artist Paul Ryan, Lee created **Ravage 2099**, one of the many comics to make up Marvel's newly named **2099** line. Premiering in 1992, the line of books would eventually be consolidated four years later into a single comic—**2099: World of Tomorrow**.

Byrne, on the other hand, transformed Ravage into Agent Red and Dethstryke into Sathanas and produced his epic **2112** graphic novel for Dark Horse Comics—which, in turn, he tied into his *next* project, as he explains. "I had this other idea which turned out to be my **John Byrne's Next Men**, and I realized about halfway through scripting **2112** that by inserting a couple of lines, I could turn it into a prequel/sequel to the **Next Men** and make it part of a whole universe...so I did."

But the story doesn't end there. Even though Byrne had built his own "comic book universe" over at Dark Horse, he still couldn't stay away from Marvel. Intrigued with the idea of creating a "Future Marvelverse" project of his own, Byrne went back to the House of Ideas. "I had pitched **Fantastic Four 2099**, and my whole thing hung upon the Human Torch being in the future to sort of give it continuity to the old series," Byrne recalls. "By this point though, Marvel had figured out that maybe they didn't want to have references to the old characters. So they said, 'How about if you do it with a whole bunch of different characters.' And I said, 'Well no, the whole idea is to have continuity with the original series.' In the end, Marvel rejected it, so I took it away again. If they didn't want it, I knew I could always do it over at Dark Horse. And since I'd had the title 'Danger Unlimited' floating in my head forever, I just said, 'Well, this will be **Danger Unlimited**, then.'

"And the rest is history!"

SOME STORIES WERE APPARENTLY NEVER MEANT TO BE TOLD. BUT THEN AGAIN...

FAN FILES

This month, we take a look at some of the **FAN** staff as they were in high school. No, really. There were actually a few folks on staff that hadn't burned their yearbooks (or their high schools) long ago. It's not surprising that we had to really do some digging to find these—most of these are decades old. We hope you appreciate our efforts.

Arnold T. Blumberg
Production Manager and resident Star Collector™, Blumberg recalls little of his high school days, mumbling something about it being the sixties and times being different then. We assume it's actually more the result of a psychological block put up in times of stress.

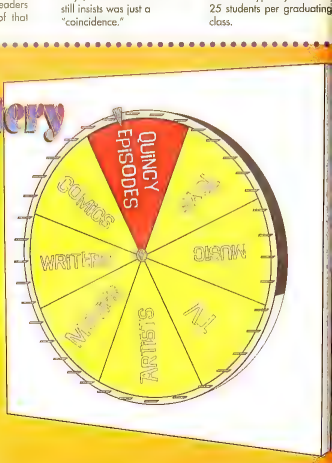
Benn Ray
As the current Associate Editor of **FAN**, Mr. Ray remembers his days at Chesapeake High School fondly, as a time when he became, as he phrases it, "a babe magnet." After seeing this picture, though, we'll leave it to our readers to decide the truth of that statement....

Cathy Disbrow
Hackettstown High was not the same once Graphic Artist Cathy Disbrow departed its hallowed halls. That was mainly because there was a sudden lack of spray-paint graffiti staining those hallways, a fact which Disbrow still insists was just a "coincidence."

J. Patrick Rybandt
No one questions Copy Editor Rybandt's claims that he was the trend-setting Casanova of Wheaton Central. If you've never heard of Wheaton Central, of course, that's because there are typically less than 25 students per graduating class.

The FAN Wheel of Mystery

Each month, the staffers at **FAN** will spin our Wheel of Mystery™, loaded with categories for our staff to respond to with lists (because everyone loves lists). This month, J. Patrick Rybandt took his turn at the Wheel, and fate brought him quite a tough category....



TOP FIVE *QUINCY* EPISODES

1) The punk rock episode, "Why do people want to listen to music that would make them hate, when they can listen to music of love?"

2) The one where Quincy gets yelled at by his boss!

3) The one with Sam!

4) The one where Quincy takes matters into his own hands!

5) The one where Quincy goes into prison to solve the murder of an inmate who was killed with a hot dog!

FLOGGING A DEAD HORSE

PAUL JENKINS

The following diatribe has been designated as "Politically Incorrect" by the publishers of this magazine, who would like to distance themselves as far as possible from the author's insane ramblings, and are kicking themselves that they gave him a contract in the first place. This is all he sent in this month, though, so we'll have to run with it...

Strange But True: last month, the Words and Pictures Museum of Northampton contacted me to ask if I'd appear on a panel about "opening up new markets in the comics industry." Now, that's somewhat akin to having Charles Barkley as the keynote speaker at a Star Trek convention, but I nobly agreed out of a sense of personal responsibility to my beloved industry and because the poor fools promised me a free breakfast. Unfortunately, I neglected to account for the particular morning of the panel (Sunday), the night that often precedes it (Saturday), and the magical elixir with strange properties that someone would slip me on the aforementioned previous night (Guinness).

To cut a long story short, I woke up late and, coincidentally, had a pounding headache. Alas, my sense of responsibility was out-dueled by the effects of the Irish nectar. And so, despite the fact that I demolished a huge quantity of all-you-can-stomach at the museum breakfast, I managed to finagle my way out of the actual panel appearance by threatening to breathe on the other panelists. But let it not be said I am without a conscience. In truth, I felt I now owed somebody somewhere a favor, so I decided to listen to all that stuff they were blabbing on about over on the other side of the room. And do you know what? I think I actually learned something.

The most prominent and vocal panelist was a lady called Trina Robbins, who really made my feminine side sit up and pay attention. Boy, did she know her stuff! She said all these really clever things about demographics and women in comics and so on. Did you know that DC Comics once paid out a big bus-load of shekels for some genius to conclude that the market comprises of 95% young white males? And you know what I say to that?

Yes! We rule! WE'RE DOMINATING THE INDUSTRY! ONLY ANOTHER 5% TO GO! That's right, lads...WE'RE 95% OF THE WAY THERE!

See, I just don't think those poor females get it. They don't realize that we young, white chaps are intensely competitive about everything. We grumble loud and often about feminine hygiene products, partly because we see them as responsible for interrupting our sex life, but mostly because all that wasted pharmacy shelf space could hold ten dozen comic titles. And heaven forbid we ever get wind that a certain comic book is being read by a large female audience—we'd drop it like it carried the Ebola virus.

And another thing: what's with that Friends of Lulu stuff, eh? Can't the poor lil' ladies see that their acronym stinks? I mean, "F.O.L..." what the hell does that mean? It's hardly Friends Of Ol' Marvel, is it? I think they should change the name to Friends Of Old Lulu, so there! That's right! Nyah!

Come on, boys—how about it? How about we rid the industry of the female scourge, thereby paying them back for that time we cooked dinner for them and then they didn't show up. And remember that time in kindergarten when we pulled Marcia Walker's pigtails and she ratted on us to the teacher? Tell you what—you get the beer and pretzels, I'll call Dave Sim, and we'll see if he wants to come round and watch the game.

BELCH. Hahal That was a good one!

The author is currently indisposed due to a disturbing medical condition, which embeds his tongue firmly in his cheek. Donations may be sent to the Museum or the Legal Defense Fund, though we're pretty sure they're spending it all on beer and pretzels. Just joking.

Somebody dial 911...

ASH TRA CARDS ON

With a new monthly series (Painkiller Jane), a hugely successful crossover (Painkiller Jane/The Darkness), and a brand-new collection created solely for this issue, Event Comics is on a roll in 1999. Continuing that roll this month: the Ash trading card line, the good-natured, wisecracking hero's first appearance in the "flesh" this month. While adding a new autographed chase card series as well as a new sketch card subset, the cards will remain at their low $1.25 suggested retail price. To help us celebrate, Event co-founders Joe Quesada and Jimmy Palmiotti—as many Ash fans can tell, this one took place in front of a TV set, in this case tuned to the Jerry Springer show. The subject: "I'm Making My First Adult Movie."

JIMMY PALMIOTTI

FAN: When the set was originally solicited, it was for December/Christmas time release. Why the delay until July?

Jimmy Palmiotti: We wanted the set to coincide with the editorial push we're going to have for the summer. We have the artwork all in the can, it's been in the can since around October. Hey, look at the chick who's gonna do the porno film. She's pretty hot!

Ummm, okay. She certainly has her attributes....

Yeah, but why are they digitizing her chest?

It looks as though what she's wearing is a bit transparent. I doubt—

Heck with that! They should let 'em pop out!

I'm sure Mr. Springer is hoping that very thing happens. Now, let's get back to the card set.

Yeah. So the artwork is done, and it's great. We're adding better paper stock so that it holds the colors better. We're also going to have a chromium chase card set, with one popping up every four packs. Also, for the first time ever in a non-sport card set, we're putting autographed cards in one out of every four packs.

Who will be autographing the cards?

Whoa, these two guys she's with are in for some fun—she's a hottie!

A hottie. Yes. And I'm sure the card set's going to be hot with those autographs....

Right. In the set, we have Joe, myself, Dan Panosian, Joe Lee, Amanda Connor, Joe Fonti (Joe Delfini, the friend of the boys who the character was modeled after), and Nicky the Roach (modeled after Nick Barrucci, Dynamic Forces head honcho). We're giving you more bang for the buck with this set. Speaking of more bang...well, I better not go there right now.

Thank you, Jimmy. What about the new addition of the sketch cards?

With the sketch cards, they're basically what Joe sketches what he's going to do before he draws it. We took some of the more popular images of Ash and showed what Joe does with them before I destroy them with my inks. The fans will get a glimpse into Joe's thought processes. It's just another neat little twist for the fans. Speaking of neat little twists...

Yes, I'm not really sure what's going on there....

Guess her first shoot was more than she bargained for.

Ahem. Yes. Well, uhm, what are some of your favorite pieces in the set?

Well, I really don't have one favorite, I like them all. Basically, the artists we used for the set are Joe and my personal favorites, so we like them all. I think it's great that we used so many painted pieces without charging an arm and a leg for the packs like other companies do. Kevin Nowlan inking me on a card was a personal thrill for me. I already have the piece up on my wall. We scanned it, I framed it. That's how much I liked it. Hey, she's back on the set with Springer. She looks nice in her normal clothes too.

She looks very wholesome. You'd never know what she did for a living.

Maybe next time she'll get three guys.

[Coughing] I'd really rather not consider that thought. What other things do you think the fans will dig about the card set?

Just the fact that we do so few products makes this...pardon the pun, an Event. You're getting autographed cards. Someone in the middle of Buttmunch, Idaho who can't get to a show doesn't have to shell out big money to get an autograph from a creator. Even the backs of this card set are cool. The information that Mr. Rob Samsel wrote is really interesting. He's a fan of our stuff as well as a "professional" writer, so that made for a nice blend, even though he's not all there mentally. And there's one card of Joe Quesada naked, which will send women and men running to comic stores.

Or running *from* comic stores, depending on how you look at it. I suspect you'll have to run to a different store, however, to

DING

FIRE!

...ung women in her movie.

...the chromium chase cards from the set, though, ...t get to meet her. Either that, or you can blind a ...m crash his car, and continue on to ...norder. Or Queens, whichever you ...

...time for your medication....

JOE QUESADA

FAN: ...se me, I'm going to have to ...ger off; it's making it very ...cus. What was the biggest thrill for you concerning the card set?

Joe Quesada: The biggest thrill concerning the ...being able to have the creative con... ...t we did. Just being able to determine ...m the artists to the card stock to the ...down to the selection of chase cards, ...input. That to me was the most ...

What did you think about getting to see all the different artist's interpretations of Hush?

...t was really cool. Everybody ...otter than I do so I thought their interpretations ... I don't have any personal favorites, but I loved ...'s piece. Tony Harris' painting was excellent, and ...had some really great takes on the character. ...nd Tenuta's stuff was unbelievable, so no, I couldn't ... favorite.

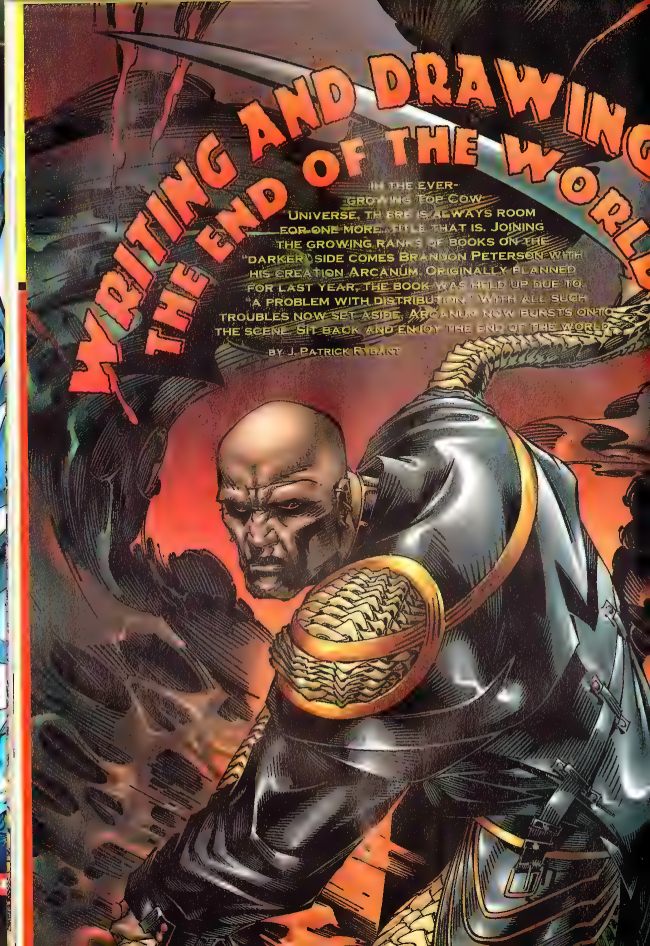
The new additions to the set are the autograph and sketch cards. What do you think about the new additions to the set?

...ally worried about the sketch cards, because I didn't ...ose pencils were going to scan and reduce down ...d to sketch very lightly. I saw the per-production ... the cards, and they actually translated really, really ...ally pleased with how they turned out. I think it will ...a little insight as to how the work gets done before ... I think the autograph cards are great, and I ... the set that much more enjoyable for the fans to ...

Anything else you want to add?

...ah, ... turn back on the Jerry Springer show?

by Sam E. Mann


WRITING AND DRAWING
THE END OF THE WORLD
IN THE EVER-GROWING TOP COW UNIVERSE, THERE IS ALWAYS ROOM FOR ONE MORE... TITLE THAT IS. JOINING THE GROWING RANKS OF BOOKS ON THE "DARKER" SIDE COMES BRANDON PETERSON WITH HIS CREATION ARCANUM. ORIGINALLY PLANNED FOR LAST YEAR, THE BOOK WAS HELD UP DUE TO "A PROBLEM WITH DISTRIBUTION." WITH ALL SUCH TROUBLES NOW SET ASIDE, ARCANUM NOW BURSTS ONTO THE SCENE. SIT BACK AND ENJOY THE END OF THE WORLD.
BY J. PATRICK RIGNEY

SMALL WORLD

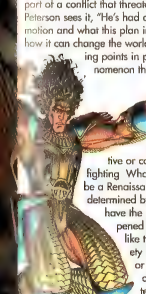
Taken from the setting of **Medieval Spawn/Witchblade**, **Arcanum** fills a niche that Peterson has been waiting to exploit all his life. "The biggest inspiration was classical mythology," he admits. "When I was a kid, I was really into the Greek, Norse, and Egyptian myths; I've done a lot of research. I also did a lot of research into Haitian, Voodoo, Indian, East Indian, Chinese, and Japanese mythologies. I noticed some common threads." Delving into the richness of past cultures is only part of the inspiration behind **Arcanum**. The series takes a lot from the looming millennium. "There's this apocalypse culture developing as we get closer to the year 2000," continues Petterson. "Lot of people seeing the virgin Mary all over the place, portents, that kind of thing. I've been combining those elements to make a system. I came up with an idea and the more I worked on it, the more interesting it became to me."

Part of the diversity that makes up **Arcanum** comes not only from Brandon's eclectic tastes, but from his fellow comic book makers at Top Cow. "The one thing that I have working at Top Cow in California is about three nationalities that I work with at any particular time," Peterson explains. "I have a Frenchman who colors my book, a Canadian who inks my book, that type of thing, it's a good blend of people that I can pick their ear and get their viewpoints on things knowing that they come from different cultural backgrounds. I really wanted to strive for something like that, because I don't see a lot of diversity in books; it seems like everyone's pretty much America-centered. I wanted to really get the world flavor into it."

BAD MAGIC, GOOD MAGIC

First seen back in **Medieval Spawn/Witchblade**, the character and power of Matthew Royale moves to the center stage in **Arcanum**. "The story [of **Arcanum**] starts back in the **Medieval Spawn/Witchblade** mini-series where we're introduced to Matthew Royale who's a disillusioned priest just back from the Crusades," Peterson illustrates. "He starts studying magic and gets in with a group of magicians. One thing that strikes him about magicians is how they're all short-term thinkers. They're all thinking 'how can I get as much power, wealth, whatever. I want to turn lead into gold.' He finds some text with a grander vision, so starting in the mini-series 800 years ago, he starts setting events in motion."

After finding a way to live those 800 years, Royale becomes part of a conflict that threatens to rip the world apart. As Peterson sees it, "He's had a long time to set his plan in motion and what this plan involves is the nature of magic and how it can change the world. I set down the rule that at turning points in past societies, there's often a phenomenon that couses people in that society to be imbued with various aspects of nature: fire, earth, air, water, things like that. There's something about the nature of magic that it's either destructive or constructive; they usually end up fighting. Whatever side wins, it's either going to be a Renaissance or the Dark Ages. This is determined by those battles, and that's where I have the myths spring up. What has happened is we have a world-wide event like that now, it's not just one little society like the Greeks, Romans, Chinese, or Norsemen, it's suddenly the world and it's happening now. The portents are true."



CHOOSING SIDES

Death. Destruction. Doom. Sounds like a lot of fun. So where do we start? "With that," explains Peterson, "we are introduced to the players in the game, what their motivations are, why they're doing what they're doing, and what alliances they take. It's a very character driven book in that the people aren't forced into one role or the other, they choose what side they're going to take. It's in everyone who uses magic's best interest to try to get on the side they're going to get on. These people are being manipulated, or influenced, by almost anyone who uses magic at some point, because if these people know how the system works, they're going to try and influence them."

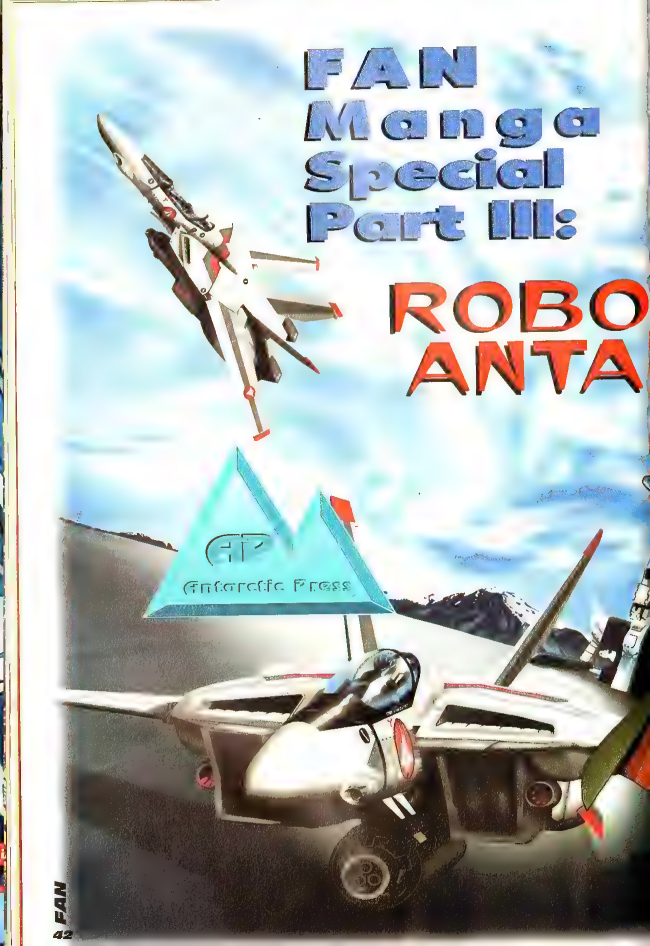
And the players on the side of all that's good? "The leader of the group, Romat Nassir, is a light-based character and has an Egyptian background; he has a connection to another one of the characters but I really don't want to give that away," Peterson says carefully. "There's a disillusioned character from Eastern Europe, Georgi Milovic, who's fought in some of the recent wars over there and has the power of ice. There's a woman who's skilled in combat from Western Europe, Marie Isanove. The comic relief of the team, Luiz Benitez, has the power of Earth. The main focus of the first four issues is going to be a Chinese girl, Ming Chang, who has immigrated to the U.S. and suddenly finds herself receiving this power and being pursued by various people trying to either gain her allegiance or destroy her before she has the chance to become a factor."

On the flipside, we have the agents of all that is evil. "There's a character who represents Darkness in a very unconventional way, who counter-balances the light aspect of one of the heroic characters. Love is on the evil side; she takes on more of a lust...the negative qualities of love when she's on the evil side. There's a character who's a big, tough, brawler, war-slaughter kind of guy, and then there's the pyromaniac."

A TOP COW APOCALYPSE

We got the story, we got the characters, but how does the whole thing fit into the rest of the Top Cow U.? Again, we consult Brandon Peterson. "In each issue after #1, I make reference to the Top Cow U. and how events are affecting it," he explains. "We see Weapon Zero, Witchblade, and Cyberforce all involved at some point, to show the affects. They don't necessorily interact with the characters, they become aware of the events going on. Cyberdata is mentioned, we see Sara [Witchblade] Pezzini walking down the streets; she briefly encounters the characters, things like that to let readers know that this is port of the Universe."

The book, though, like the mini-series that, um, spawned it, will stand on its own merits as well. "The **Medieval Spawn/Witchblade** mini was something that I helped propose, the basic tenements were laid down by me and taken by Garth Ennis to another level," explains Peterson. "The theme is very similar to what's been established already with **Witchblade** and **Darkness**. What I wanted to do right off the bat was make it a cohesive book for the magical Universe. Top Cow's been really great in letting it happen, letting me see what's going on with some of the books and possibly later on, if things go well, we could see a lot more interaction. Right now I'm trying to keep my story, I want to involve more, but I want to keep it still my story." Heads up; the world as we know it begins to end with **Arcanum** # 1 in March!


FAN
Manga
Special
Part III:
ROBO
ANTA
Antarctic Press

TECH ROCKS RETRO PRESS

Rarely does a work of entertainment become as far-reaching an international phenomenon as Robotech. First broadcast in the early '80s, it has helped create an entire generation of anime fans, bridging borders not just between nations, but between the media of television, comics, novels, and toys. Plenty of fans remain loyal to this day, and it's not hard to find comic artists and writers who'll readily admit to having been influenced by Robotech. Now the series is returning to comics under the Antarctic Press banner, guided by one of those many Robotech-influenced artists, Ben Dunn.

Ben Dunn is ready to make a mark with Antarctic's version of **Robotech**. "Ever since **Robotech** was taken off the air in most markets," he says, "it has been relegated to second-class status among anime fans, and that is something Antarctic Press and I intend to change."

For the first time in years, **Robotech** readers will be treated to a full-color version of the series, debuting in March. It's a direct response to Ben's feelings about the often low-production values of **Robotech** comics over the years. "I would think to myself, 'If I could just take it and run with it, I could do a proper **Robotech** comic,'" he says. "Well, now AP is in control of the license, and this time we'll do it right! Our ability to handle the art and coloring has made it feasible for us to produce the best **Robotech** comics ever."

Backing this up is the fact that many of Antarctic's creators were fans of **Robotech** before it was even called by that name—having cut their teeth on the original Japanese series from which **Robotech** was adapted: **Macross**, **Southern Cross** and **Mospeada**. The first several issues are a collaborative effort, written by Fred Perry (**Gold Digger**), drawn by Ben (**Warrior Nun Areala**), and with a brilliant painted cover by Joseph Wight (**Shotgun Mary**). As a bonus, it features a major backup story Ted Nomura (**Luftwaffe 1946**), one of the most skilled aviation artists in comics, whose feel for aerial dogfights makes him a natural for the air and space combat mecha of **Robotech**.

The decision to focus on a single, color series arose from **Robotech**'s somewhat convoluted comics history. Over the course of a decade, the rights to the series passed from Comico to Malibu and then to Academy Comics, with dozens of different mini-series and regular series by disparate creators being published. The challenge was to bring **Robotech** back to the popularity of its heyday while also satisfying those loyal readers who stuck with the series through its many comics incarnations. After a lot of intense brainstorming, Ben and his collaborators decided that the best course was the simplest: craft a storyline centering upon the core characters loved by fans of the comics and anime alike, then turn that plot into a comic with beautifully executed art and all the spirit that made **Robotech** a hit in the first place. Continuity from the previous comic series would not be overturned, but it also would not be relied upon so heavily that new readers couldn't pick right up on the Antarctic **Robotech**.

As to the gist of the initial stories, Ben and Fred are working with a concept called "Robotech: Jupiter Incident," in which a brand new villain menaces the SDF-1. Fiendishly clever, this Zentraedi warlord uses the planet Jupiter as a weapon to capture the SDF-1. Ted Nomura's backup is a prequel story entitled "Robotech: Prototype." Fans of **Robotech** know that the series' massive vessel was forged from the remnants of a crashed alien ship, but now they'll be able to see the early days of the SDF-1—and the war it caused.

"There will be many revelations as the series progresses," explains Ben. "We're focusing mostly on **Macross** in the beginning, but we'll eventually expand to the other series." Fred Perry is already planning a **Southern Cross** story, for example, and once the color series is firmly established, other color and black-and-white series will broaden Antarctic's version of the **Robotech** universe. The company is actively looking for talented artists and writers to work on additional books.

Most important to Antarctic, as they reintroduce one of the most legendary anime titles ever created, is a focus on faithfulness to the idea of **Robotech**. According to Ben, Antarctic wants creators who will try to expand the series "without adding dumb elements like 'magic' and 'furies.'" He adds, "I would like to take **Robotech** in natural directions—see where the characters would be and dig deep into the **Robotech** universe and see what we come up with. There are so many characters in **Robotech** that I am surprised more stories are not written about them."

With Antarctic's brave, new approach to the **Robotech** saga, it seems likely now that those stories will be written, to the delight of both new and old fans alike.

Busted Knuckles

by Beau Smith

MARVEL COMICS AND MY TIME MACHINE.

Marvel Comics files for bankruptcy. That's what everybody and their mutant, web-fingered brothers are screamin' Well, yeah, it's reality

Avengers, John Romita Sr. drawin' **Daredevil**. Gene Colan makin' Iron Man jump out of the pages. The list goes on and on Now this isn't just some old guy harpin' about the 80 miles of snow that he had to walk through to get to some fun Not a lot of that left layin' around any more. Jump on it while ya can.

There are plenty of retailers out there with loads of back issues just waitin' for you to climb through. Conventions are the land of the lost comics waitin' to be discovered. There are even collections and reprints so you can relive those golden days of yesteryear without rentin' your girlfriend out to a *Star Trek* Convention.

Until Marvel gets their underwear on straight again, seek out their older stuff when they were truly dressed for success. Check out really good story tellin'. Art you can understand. Find out why Stan Lee has such a long line at the conventions Be an Indiana Jones, a raider of the lost art! Get your fingers stained with dust and news print! Do your H.G Wells thing and crank up the time machine. You're not escapin'—you're just taking a little time off.

Wanna know where to start? Okay, here are a few recommendations from the trip-tic of Beau Smith:

The Amazing Spider-Man: #38, #50, #57, #64.
Daredevil: #5, #15, #16, #17,#18, #29.
Avengers: #3, #4, #6, #9, #15, #33, #38, #42, #44.
X-Men: #3, #6, #10, #12, #20, #35, #38, #44, #54, #108.
Any **Tales Of Suspense** with Captain America and Iron Man.
Any **Tales To Astonish** With Hulk and Sub-Mariner
Sgt. Fury and His Howling Commandos.
Red Wolf, **Skull The Slayer**, **The Cat**, and **The Champions**.

Next time plan your own vacation! ✚

The day it was announced, I had over 30 retailers call me, most in a panic. They wanted to know if I knew how this was gonna effect them.

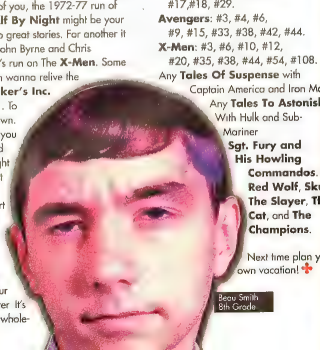
Bottom of the boat is this—as long as they keep shipping books every week and there is no big delay, everything should go well No store doors will close and the lights will all stay on. Some retailers have been pretty smart and started steering their customer base to other more reliable comic product a couple of years ago when Marvel first put their foot in cow pie by buyin' Heroes World. Sometimes watching what Marvel does around Christmas every year is like watchin' the out-takes of a Jackie Chan movie. Ya wait to see how may times they're gonna crack their own skulls or fall off a building

I started reading Marvel Comics way back when I was a kid. The true Golden Age for me was when they started pumpin' out **Spider-Man** and the **Fantastic Four**. As the '60s rolled on and Marvel just got better and better. Stan and Jack thinkin' up the great ideas and the really good dialogue. Stuff I could understand and relate to. Don Heck doin' **The** school, I'm not callin' today's young talent a bunch of hooligans. Nope. There's some really great stuff goin' on out there in comics. It really doesn't matter if you 45, 30, 25 or 1.5. You will always have great comics to read. You call em' back issues, I call em' my time machine!

Anytime I want I can go plowin' through my collection and read the stories about Daredevil fightin' The Gladiator on the waterfront docks. I can kick Nazi butt with Sgt. Fury in the land of the goose steppers I can even drop in on The Avengers back when they were givin' Spider-Man a try out for their roster. Some call it readin' old comics. I call it time travel. For a little while I can be in Junior High again readin' comics I wish I was writin'. You can do the same if ya still have the love of comics.

I don't mean to come off soundin' like some little-mary-sunshine-hippie-smellthe flowers type I'm talkin' about bein' passionate about a hobby that you enjoy. Age really doesn't matter either. For some of you, the 1972-77 run of **Werewolf By Night** might be your passport to great stories. For another it might be John Byrne and Chris Claremont's run on The **X-Men**. Some might even wanna relive the run of **Kicker's Inc.** or **USA-1**. To each his own.

Some of you Marvel old timers might wanna get your old Thor T-shirt out—and get high off the fumes Whatever makes your putter flutter It's all clean, whole-



Beau Smith
8th Grade

FAN

The Problem:
Comics Apathy

The Solution:

The Cure for Common Boredom.

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In Overstreet's FAN #20, you saw what the critics picked as the best in comics (and other stuff) that the year 1996 had to offer. But being the open-minded folks that we are, we also knew that the fans had some ideas of their own. So here it is,

the reader's choice awards

favorite ongoing series

SPAWN • IMAGE
BATMAN • DC
KURT BUSIEK'S ASTRO CITY (V 2) • HOMAGE/IMAGE
PREACHER • DC/VERTIGO
X-MEN • MARVEL

Spawn fights his way to the top! of course it's with an 800 pound gorilla.

FAN

best publisher

DC
DARK HORSE
IMAGE
MARVEL
SIRIUS

favorite crossover

ONSLAUGHT • MARVEL
AMALGAM • DC/MARVEL
BATMAN/CAPT. AMERICA • DC/MARVEL
DC VS. MARVEL • DC/MARVEL
SANDMAN/STARMAN • DC

favorite good guy

SPIDER-MAN • MARVEL
BATMAN • DC
GREEN LANTERN • DC
SAVAGE DRAGON • IMAGE
WOLVERINE • MARVEL

coolest female character

WONDER WOMAN • DC
FRANCINE & KATCHOO [STRANGERS IN PARADISE] • HOMAGE/IMAGE
PSYLOCKE • MARVEL
SNI • CRUSADE
WITCHBLADE • IMAGE

favorite superhero team

JLA · DC

HOUSE OF SECRETS · DC/VERTIGO

KURT BUSIEK'S ASTRO CITY (V 2) · IMAGE/IMAGE

LEAVE IT TO CHANCE · IMAGE/IMAGE

SUPERGIRL · DC

best revamp

JLA · DC

CAPTAIN AMERICA · MARVEL

FANTASTIC FOUR · MARVEL

SPIDER-MAN · MARVEL

SUPERGIRL · DC

Hmmm, I bet your doll's JLA.

favorite bad girl

LADY DEATH · CHAOS!

CATWOMAN · DC

DAWN · SIRIUS

PURGATORI · CHAOS!

MYSTIQUE · MARVEL

favorite teen hero

IMPULSE · DC

CHAMBER (GENERATION X) · MARVEL

CAITLIN FAIRCHILD (GEN 13) · IMAGE

JUBILEE · MARVEL

ROBIN · DC

favorite super team

X-MEN · MARVEL

GENERATION X · MARVEL

GEN 13 · IMAGE

JLA · DC

WILDC.A.T.S · IMAGE

favorite video game

SUPER MARIO 64

X-MEN VS. STREET-FIGHTER

MORTAL KOMBAT 3

STAR WARS: SHADOWS OF THE EMPIRE

WORMS

favorite toy line

STAR WARS: POTF

MCFARLANE TOYS

TICK TOYS

TOTAL JUSTICE

X-MEN

favorite comic related movie

THE PHANTOM

BARBWIRE

THE CROW: CITY OF ANGELS

MARS ATTACKS!

VAMPIRELLA (made for cable)

Fans voted by sending in the ballot found in FAN #20. Each vote was tallied and the results are as follows. The runners-up are listed alphabetically, not by order of votes.

Frank Miller wins big with Sin City.

favorite black & white comic

SIN CITY: THAT YELLOW

BASTARD · DARK HORSE

BATMAN: BLACK & WHITE · DC

BONE · IMAGE

POISON ELVES · SIRIUS

SNOWMAN · ENTITY

favorite penciler/inker

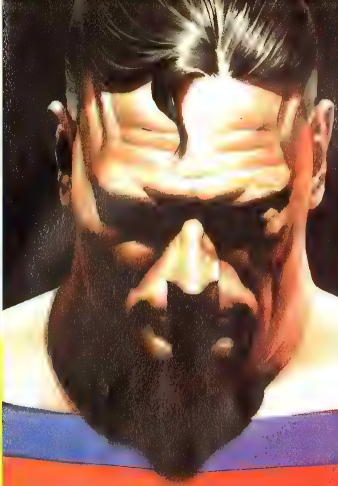
FRANK MILLER

TONY HARRIS

JIM LEE

JOE MADUREIRA

TODD MCFARLANE



Kingdom Come? Where'd it go?

favorite limited series

KINGDOM COME · DC

BIRDS OF PREY: MANHUNT · DC

BODY BAGS · DARK HORSE

LADY DEATH: THE ODYSSEY · CHAOS!

SIN CITY: THAT YELLOW BASTARD · DARK HORSE

Hey Everbody! It's Mark Waid. Isn't he a cutie?

favorite writer

MARK WAID

KURT BUSIEK

GARTH ENNIS

FRANK MILLER

JAMES ROBINSON

favorite painter

ALEX ROSS

JULIE BELL

JOSEPH MICHEAL LINSNER

DAVE MCKEAN

BORIS VALLEJO

favorite cover artist

ALEX ROSS

BRIAN BOLLAND

GLENN FABRY

TONY HARRIS

JOE QUESADA

Alex Ross ponders the eternal question: Do I want fries with my shake?

favorite cartoon

THE TICK

PINKY AND THE BRAIN

SIMPSONS

SPIDER-MAN

SUPERMAN ADVENTURES

character with the coolest powers
GREEN LANTERN · DC
SUPERMAN · DC
ASH · EVENT
FLASH · DC
COPYCAT (DV8) · IMAGE
coolest comic related item
MADMAN YO-YO
KINGDOM COME TRADING CARDS
MILK & CHEESE ZIPPO LIGHTER
POISON ELVES CARD SET
SIN CITY ZIPPO LIGHTER
If this guy doesn't get his hand off my butt...
Green Lantern says: "It's not easy being green."
Saint of Killers says: "It's not easy being mean."
best dressed character
WITCHBLADE · IMAGE
ASH · EVENT
BATMAN/BRUCE WAYNE · DC
DAWN · SIRIUS
LHI · CRUSADE
character with the coolest hair
IMPULSE · DC
ASH · EVENT
LADY DEATH · CHAOS!
CYBERELLA · DC/HELIX
GAMBIT · MARVEL
coolest bad guy
SAINT OF KILLERS · DC/VERTIGO
APOCALYPSE · MARVEL
DR. DOOM · MARVEL
THE JOKER · DC
ONSLAUGHT · MARVEL
For hair like this, just run at Mach 7 for 5 minutes a day, condition, and rinse.
THE FLASH

what color is magic...

A talk with Matt Wagner about ten long years, his relationship with Star Wars, and the color of magic.

You had to wait twenty years to see ***Star Wars*** *on the big screen again, so what's ten years to wait for the most highly anticipated comic sequel of perhaps all time?* ***Mage*** *appeared back in the late '80s from a then, very different Comico. Matt Wagner told a story that was familiar and brand-new in the same breath. When the fifteen issues were over, Wagner made plans for the second part of the trilogy. "Summer of '89" was the quote from Matt in the* ***Comico Black Book****. It obviously didn't work out that way. Rewrite history and take the journey with Kevin Matchstick in the "Summer of '97" with* ***Mage: The Hero Defined****.*

FAN: It's been about ten years since the first run of Mage and about nine years since we last saw Kevin [the central character of the series] in the "Interlude" from Grendel #16-19; what's up with the delay?

Matt Wagner: I had originally pictured getting to this earlier, not predicting

...this time?

by J. Patrick Rybundt

the collapse and downfall of Comico. That, coupled with the various **Batman/Grendel** crossovers and getting **Grendel** relaunched as Dark Horse, just seemed to add up to, before I knew it, quite a number of years. Now, I'm glad it took me this long, with something that's always been as dear to my heart as **Mage** is, and which has always reflected my own life as much as **Mage** has, but I needed this distance to examine the period in Kevin Matchstick's life that I'm going to portray.

All those years of people coming up to you saying, "So what about Mage?" have all been worth it?

Sure. There was a point during the Comico bankruptcy stuff (laughter), when everything just seemed so depressing as it could. I was certain that I'd lost the necessary jump-time I need to get started on a book. The fact that everybody has remained so consistently interested this long has been very, very heartening.

Why should people come back to Mage after all this time?

If you're an old-time reader you'll find it very familiar but also absolutely new. You go through various stages in your life that are generally familiar, but also new. If you look in the right manner. Because of the new cast of characters, it's easy for new readers to jump right in. Kevin Matchstick is the only consistent character throughout both series. There are certainly plenty of references to the story and characters in the first series, but it's done in a generalized enough fashion that they're not confusing to the new reader. Also, it deals with classic themes. It's the same reason that the current version of *Hamlet* is getting so much critical aplomb (*self-confidence, assurance—we looked it up 'cuz we weren't sure what it meant either*); certainly there's a story and a production that's been done to death so many times, but it deals with such classic, iconic human emotions, needs and doubts that it becomes re-interpretable and accessible over and over and over again. As each new generation grows up, they all go through those same doubts that preceded their elders.

Why pick Image as the publisher of Mage over Dark Horse?

I'm sure this raised a lot of waves and all I can say is that people should just remember what happened to me the last time I had all my eggs in one basket, which was the problem with the Comico downfall; I've always been distrustful of that scene ever since. For **Mage** I especially wanted to do more of it all myself, and my situation with Image is much more akin to self-publishing. At Dark Horse, it's much more of a traditional publishing company handling, distributing, and marketing my book. I still work for Dark Horse. I'm doing a **Hunter Rose** project that would be out in October; a four issue mini-all written by me and drawn by a top-wide range of artists. It's all "Untold Tales of Hunter Rose." And remember, the whole time I worked for Dark Horse, I worked for DC/Vertigo as well.

Tell me about the story of Mage: The Hero Defined?

Contrary to **The Hero Discovered**, Kevin is much more confident of himself now; he's been doing it for quite a number of years. **The Hero Defined** takes place about five years after the collapse of the Styx casino at the end of **Hero Discovered**. That unleashed a whole legion of supernatural "baddies" into the world, because the casino had been chocked full of things summoned by the Umbra Sprite to this plane. So Kevin and Mirth [the Mage] set off on a journey to clean up this mess, to hunt down these "baddies" and send them back to their own realities. After a year or so, Mirth just disappeared with a prophecy to Kevin that there would be a second Mage for him, to guide him at the second stage in his life. So Kevin continues on his own for a while which is where the "interlude" [back in **Grendel** #16-19] story takes place, along the way and in encountering all these monsters he starts to run into other characters who all think they're some reincarnated hero from the past as well. This time around, I'm examining the superhero group, but it's a superhero group of guys in t-shirts [laughter] who are all the World's Greatest Legendary Heroes.

What kind of heroes?

One thinks he's Hercules, one guy thinks he's Hiawatha; that's the core group [with Kevin] of three adventurers. They encounter some other characters sporadically who are also under the same conditions.

Kevin doesn't just think he's a reincarnation of Arthur [fear and uncertainty rising in my voice], he is actually, isn't he?

Well he certainly thought so, these guys all seem to think so, and it all seems to mesh; but that's the whole point this second time around. In **The Hero Discovered** everybody seems to follow and support Kevin's role. He's quite distinctly the one hero, and the supporting characters all push and protect him into that direction, like the subjects of a king. This time around, this group is a little more individualized and everybody seems to have their own agenda. That's the dynamic that Kevin must come to grips with this time around.

What about this second Mage that Kevin hooks up with?

I don't want to reveal too much about that because part of the second series is that even though he's [Kevin] deliberate and directed in his pursuit of these "nasties" as he calls them, the supernatural monsters dwelling in the back of his mind is the fact that the second Mage is out there. Although he's continually on the look for that second Mage, it's not what you'd call an active quest. That's part of the mystery of the story, and again I don't want to tell too much about it yet.

Have we seen the last of the Grackleflints?

There might be a couple of Grackleflints floating around; a number of them are dead at the end of **The Hero Discovered**. Kevin hasn't seen one in a long time...put it that way.

Any more background on who they were or is that all done with?

On their true purpose and all that?

Yeah...

With a story at this sort, especially with the bad guys you want to maintain a sense of mystery, more especially to the motivations. Here obviously we'll see a little bit more at it this time around, but we're not gonna have an "Origins of the Grackleflints." They're simply creatures from the faerie realm; Umbra Sprite means "dark spirit," so they're born of demon basically.

Is Magic still Green?

I don't know if you remember back in happier days with Comico [laughter], when I thought I was going to be doing this sequel in just a couple of years...

The ads...

That and "What color is magic." So there again that's part of the discovery process this time around.

You're not going to tell me?

Ahh...no [laughter]. The answer is in there, that I don't leave ambiguous.

Way back when, Mage was planned as a trilogy...

Yeah, **The Hero Discovered**, **The Hero Defined**, and the third part,

Denied.

I'm seeing a parallel here...
W[illegible] the D's [laughter]?

Noooo0, with a certain sci-fi odyssey that's made its way back to theaters after twenty years (begins with *"Star"* and ends with *"Wars"*).
O[illegible] it's a common, classical structure in human myth. A three stage journey is a very magic number in regards to its power as a narrative structure. You can break it down even to a three panel cartoon in the daily comic strip—setup, conflict, climax. When I was done with **Mage**, I discovered the work of Joseph Campbell, a famous anthropologist and mythologist. George Lucas names him as the main inspiration for the Star Wars Trilogy. One of his famous books, **The Hero with a Thousand Faces**, points out the similarities of all world myths; they all [illegible] dealing with sex, death, and [illegible] in the universe. After I was done with **Mage**, I picked up that book and took a look at its and Lord, [illegible] the first stage of the classic hero journey was just like reading a brief outline synopsis of **The Hero Dilemma**! So that's one of those instances where you sit back and say, "Well, [illegible] of that I didn't have [illegible] but it all fell into place really smoothly [laughter].

What about the original series, any plans to pull that back out?
We're hoping to get that out in one volume. It will be the first time it's ever been in one volume.

It's one of the most difficult things to find in any one format.
Yeah, I know it. I'm hoping to get that out by Christmas this year; we have a possible lead on finding the reprint film [illegible] was lost in the Comico [illegible] as well. But that [illegible] looks real promising, and it'll be nice to see it all in one volume and back to comic book size, not the expensive graphic novel. I've deliberately [illegible] the new] **Mage** so that you don't need to have read the first part [illegible] I don't want to lead off with a quickly, high-tag item like a mass-market issue trade paperback for a story that hasn't been out in ten years. **The Hero Defined** is [illegible] so that you can just pick it up and [illegible].

Going back to that whole *Lucas/Star Wars* thing, any new footage for the re-release?
[Laughter.] No, the closest you would come to that in comic book terms is that maybe we'll recolor it.

Once the second series is done, are we going to wait ten years for the third?
We might [laughter]. **Mage** is a process of discovery for me too, so I can't really predict how long the next one is going to take [laughter]. I'll know when I'm ready.

Grendel works differently than Mage, as far as the narrative of the story, one or many "parts" as opposed to the trilogy effect of Mage. How do you view the differences?
[Silence.]

I stumped ya!
There's a definite answer; I'm trying to formulate it here. We tend to like structures and answers when we're thinking of the good side of life and we tend to see chaos and unrestricted growth in the "bad" side of life. And that's what I see Grendel as: something that never dies, that keeps changing and mutating, a non-cancerous growth. Whereas **Mage** is much more a three step process to a definite goal.

Three steps to enlightenment?
Yeah.

Done with Batman/Grendel?
I feel I've done my gig on Batman. Everytime I've done Batman, it's been a different sort of Batman, and for now I think I've done enough.

What else?
James Robinson and I are talking to DC about co-writing a **JSA** mini-series that would be the origin of the JSA; the events that lead up to them forming back in the '40s. That's further on down the line. And John's [Snyder] plowing through this incredibly complicated artwork he's doing for **Dr. Midnight**, a revamp of the old character, taking the same characteristics and setting them in modern day.

Is there a petition or something to get you into Legend, maybe take John Byrne's vacant seat in the clubhouse?
[Laughter.] Now why would I want to do that?

Nothing we can do to help you out?
Not that I know of.

MAGIC WAS GREEN

A LOOK AT THE PLAYERS AND EVENTS OF MAGE: THE HERO DISCOVERED

Never read ***Mage: The Hero Discovered****? Looking forward to* ***Mage: The Hero Defined****? Gonna stick around ten years for* ***Mage: The Hero Denied****? Well, let's slow it down and take a quick look back at the story and the characters that started it all...*

THE STORY...

A long time ago...wait a minute...wrong story. Kevin Matchstick runs, seemingly by chance, into Mirth who reveals himself as the World-Mage and, over the subsequent issues, explains the nature of all things magical to Kevin. Kevin also finds himself intervening in the assault on a beggar by, what is later to be revealed, two Gracklefiints. On the opposite side of the Struggle, The Umbra Sprite has set up operation in the Styx Casino, a place of evil. Through his agents, or "children," the Gracklefiints, they seek the blood of the crippled, royal Fisher King. To this end, Kevin and Mirth seek to defend the Fisher King and topple the Styx. Along the way, they acquire the aid of Edsel and Sean Knight, both of whom end up giving their lives for the Struggle.

Edsel is brought into the fold through a conflict with a Gracklefiint, as Kevin and Mirth battle the undead to save her. After the brief flash of power, Mirth and Kevin head to the spiritual realm, an empty sports arena. It is at this point that Mirth takes hold of Edsel's weapon of choice, a baseball bat. He places a protective charm on the bat in the form of runes, as they are attacked by the monstrous Marhault. While the battle ends up in victory for Kevin, the police arrive and take him to jail. His incarceration leads Kevin to meet Sean Knight, his personal defender. After being sprung by Mirth, Kevin is whisked to the Faerie lands, where they again encounter Sean Knight, who, if he were a normal human, should by no rights be there. It is concluded that Sean is no more human, he's dead. Seeing no other alternative to the dilemma, Sean takes on the cause, and Kevin, who was so alone at the beginning, now has his merry little band.

Things take a turn for the worse when Mirth is discovered to be the link that the Umbra Sprite is exploiting to gain access to the group. Mirth places himself in exile, and the rest seek to infiltrate the Styx. Things don't go quite as planned, however, and Kevin is gravely injured in the ensuing mayhem. As Edsel seeks to contact Mirth, Sean gives his life to ensure that Kevin will live to fight another day.

As events build to the final confrontation, all manner of creatures are unleashed at Kevin: the gnome-ish Red Caps, Rhiannon's Bane—the master of The Pit, Cromm Cruich—the Great Mist Worm, and others. Through each trial, Kevin moves forward to his ultimate destiny—for the first series at least. As the final confrontation draws near, Edsel is slain, and Kevin takes up her bat and experiences both unbridled power and immeasurable loss. Mirth convinces him of the purpose of Edsel's loss and the destiny that Kevin must fulfill. By the end, the Styx is scrapped and Kevin and Mirth head off...into the second series!

SEAN KNIGHT
A ghost who has too gotten he's died, and as such, is endowed with other worldly powers that allow him to enter the Struggle with the rest. He gives his life defending an injured Kevin from the Gracklefiints and a dragon in human guise.

KEVIN MATCHSTICK
Characterized as the every-man, comfortable only in his Shazam-bolt t-shirt and jeans, Matchstick embodies the reluctant hero, a hero with a fear of heights. While wandering the streets one eve, he runs into a funny looking guy named Mirth and his life is changed forever. By the end of the series, he has learned that he is the latest incarnation of Arthur, the Pendragon and has claimed his weapon, Excalibur.

MIRTH
Like Kevin, a reincarnated being of immense power. In a previous life he was known as Merlin. Unlike Kevin, he was aware of his past and future and lead Kevin through the trials that awaited him.

EDSEL
The youngest of the first group who had a penchant for her car, which is how she got her name. In the grander scheme of things, she ended up being the bearer of Excalibur, who, "used to like lakes instead of cars, but...has always held the weapon...." Her death in the first series came as quite a blow to both Kevin and Mirth, but allowed for the struggle to carry on as Kevin picked up his birthright, Excalibur.

UP THE CREEK THAT'S UNDER THE BRIDGE TO THE 21ST CENTURY

jeff marriotte

I've been thinking about education. And I've come to the conclusion that we, as a nation, are in serious trouble.

My daughter Holly is in sixth grade. I don't think she's learned what I knew in sixth grade, and I know her school doesn't teach things that I learned by then—not just "book learnin'," but things like respect for others, consideration, discipline, or study habits. She's a very smart girl and will succeed in spite of the weakness of her education, but there will be stumbling blocks in her way that were none of her doing, and her success will be more hard-won because of them.

I believe—and this is from observation, without actual scientific information to back me up—that in the last twenty years or so, educational standards in this country have diminished considerably. Whether it's due to the forces of political correctness, or budget cuts, or attention spans artificially shortened by Sesame Street and MTV, or the religious right controlling textbook publishers in Texas (or more probably, an unholy combination of all the above and more), there's been a gradual dumbing-down of Americans.

This is, in itself, a national disgrace. The greatest, most prosperous country in the history of the planet has willfully bred a generation that is not only not smarter than the last, but is less smart and less informed in spite of the many new tools for dispensing information at our disposal.

But it's worse than that. It's worse because our economy, which is quickly becoming a global economy, is more and more an information-based economy. This means a high-tech economy. This means that, to be players in the new global economy we need to be raising a generation of kids who know math and science, who can use language effectively, who can solve problems, who have a basic understanding of history, current events, and our place in the world landscape, and who can communicate and process information. And that's exactly the kind of person we're not breeding.

Somehow, you're thinking, he's going to apply this to comic books.

Well, you're half right. He's going to give it his best shot, anyway.

The operative phrases in the above paragraphs were the ones about using language effectively and communicating and processing information. That is, after all, what comic books do, in their own particular fashion. Comics are "a printed medium that employ a sequential combination of pictures and words to communicate entertainment and/or information." The definition is mine, and it's a little rough, but it's not a bad one.

Here's the trouble: too many of the people who write comics don't write well.

Not that they don't know how to create entertaining and effective stories of superheroes battling super-villains or furry animals, or amusing teens, or whatever it is their comics are about. But they're not using the English language properly (and lest you think I'm picking on comics, let me also point out that copy-editing in the book publishing world has gone way downhill lately too). The difference is, most people who write books, even if they're bad spellers, will make the effort to run their manuscripts through a spellchecker, or they'll proofread using a dictionary if necessary, and their publisher should be taking the same cautious steps.

Some people who write comics, however, not only don't seem to take those steps, they intentionally ignore them, as though to follow the standards of the English language would be to sell out in some way. Spelling doesn't matter, they say. People don't read comics to learn. It's not the job of comics to teach.

But it is, by definition, the job of professional writers to communicate.

I've got nothing against slang, or dialect, or breaking the rules of English to achieve a certain effect. That's part of using the language. But I do have something against people being paid to write who make no effort to do it correctly.

Would you want an appendectomy performed on you by a doctor who "sort of" knew what had to be done, who had seen surgery on TV, maybe, and decided he could do it as well as anyone else? And maybe this guy repairs the Mercedes of the Chief of Surgery, so they let him take a crack at it while you're strapped down to the operating table. For that matter, if you were Chief of Surgery, would you want a mechanic repairing your Mercedes who didn't have all the tools but thought he could do a pretty good job with a hacksaw, a Phillips head screwdriver, and a ball-peen hammer?

Not fair, you may say. Surgery is a complicated thing requiring years of specialized training and education. And a Mercedes is a very expensive car; of course you're not going to want to mess around with that.

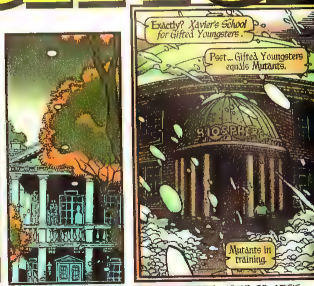
Well, maybe not. But is that Mercedes, or your appendix for that matter, more expensive—and more vital—than the American economy in this new age? We're racing rapidly, as the politicians keep reminding us, toward the 21st century. If we want to be competitors, we need a society of people who can communicate with each other and with the rest of the world. We all need to be on the same page. And the words on that page should be spelled correctly if we're all going to know what they mean.

People who write professionally—even people who write comics—have an obligation to society to make sure that the work they do contributes in a positive way to an informed and intelligent reading public. If they don't, we could end up facing a future in which we're divided along class lines, with an upper-class of people who can read and write and think, and therefore cash in on the promise of the information age, and those who can't, an underclass fighting for the few manufacturing and service jobs remaining that don't require training and education.

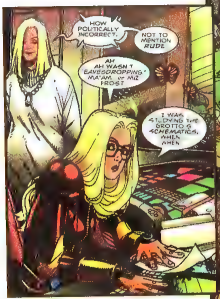
And which group do you think is going to be able to afford more comics? ✚

grand

STATELY WAYNE...UM, THAT'S NOT RIGHT. THIS IS THE VENERABLE OUTSIDE OF THE MASSACHUSETT'S ACADEMY

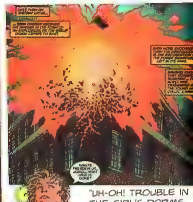


THE BIOSPHERE, HOME TO ARTIE AND LEECH AND THEIR TREEHOUSE

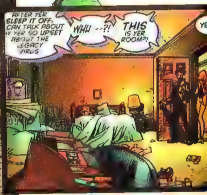

HOW POLITICALLY INCORRECT!
AH WASN'T EAVESDROPPING, JUST LISTENING AT THE DOOR!
NOT TO MENTION RUDE.
I WAS SUPPOSED TO BE DROPPING OFF MY DVD TO A CLASSMATE'S, WHEN, WHEN...

EMMA CATCHES PAIGE VISITING THE CHIPPENDALE'S WEBSITE ON THE SCHOOL'S COMPUTER.

CHAMBER'S ROOM? GARBAGE DUMP? YOU MAKE THE CHOICE.

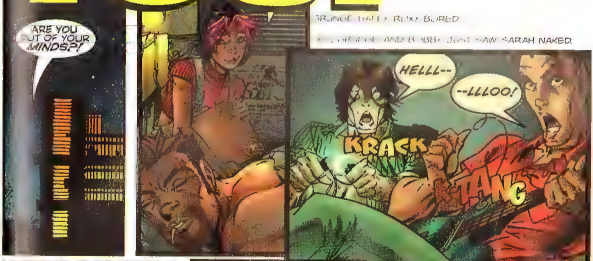


"UH-OH! TROUBLE IN THE GIRL'S DORMS. SKINNNN!!!!!"

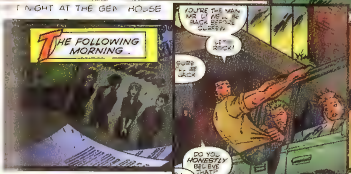


HUSK MAY SEEM COOL AND COLLEC ON THE OUTSIDE, BUT WOULD YA LO AT HER ROOM!?

tour



T NIGHT AT THE GEN' HOUSE



CAITLIN: ARE YOU NAKED?

A RIDE IN THE "FAMILY CAR"

WHAT? WHO SEE HERE?
YOU WANT SOME HELP WITH THAT?
YES, COULD YOU DO MY BACK? THAT'D BE GREA
SORRY, NOT INTO WITH GRUNGE, MUM.
YAWN. STRAIGHT.
AND YOU KNOW WHY? DON'T CHALI

HEY, HEAD. BACK'S BUSINESS AND I DON'T LIT IT'S MAKING ME LOOSE TIMES.
WANNA "BEM BACK" WITH THAT? I MEAN IF YOU DON'T MIND SEEING IT ON SOMEONE ELSE. I'M ENOUGH AS IT IS.

LYNCH KEEPS AN EYE ON THE WORLD (AND THE PLAYBOY CHANNEL) IN HIS SUPER-DOOPER READY ROOM

DE WITH THE WOMEN OF GEN'.

THE GENERATION GAP:

gen13 vs. genX

A Rybandt and Woodward Presentation

Welcome to yet another Alternative Universe. This one is called the FAN Offices, where we argue about who would win in different crossover scenarios. This post month we've been bickering about what would happen if/when Gen13 met up and battled Generation X. The following is our interpretation of this monumental inter-generational battle.

Again, please keep in mind that this is all on our heads, simply because we don't have a lot of other stuff to occupy the space there. This does not reflect any storyline that we know of.

So here we present the matchup of the century the way we see it, team member vs. team member. Well except for Generation X's Mondo, because quite frankly, we don't trust him

On with the show.

Fairchild vs. M

AS OUR BATTLE BEGINS, THE BRAINY AND BRAWNY (NOT TO FORGET BEAUTIFUL) FAIRCHILD FACES OFF AGAINST THE SLENDER AND SULTRY M. WHILE THE MATCH-UP MAY SEEM ONE-SIDED DUE TO FAIRCHILD'S IMPOSING STATURE, AS HAS BEEN PROVEN IN THE PAST, M ALWAYS HAS SOMETHING UP HER SLEEVE. IN THIS CASE, SHE LEVELS FAIRCHILD BY FLYING OVERHEAD AND DROPPING A TRUCK ON THE BUXOM BEAUTY. FAIRCHILD IS QUICK TO RETALIATE, HOWEVER, AND M, AS SHE OFTEN DOES IN THE HEAT OF THINGS, SHUTS DOWN.

Gen13: 1 GenX: 0

Lynch vs. Banshee

AS THE TWO GRIZZLED VETERANS WATCH THEIR CHARGES TAKE TO THE FIELD OF BATTLE, THEY CAREFULLY SIZE EACH OTHER UP. WHILE NEITHER ARE A STRANGER TO HAND-TO-HAND COMBAT, BOTH ARE HUNGRY FOR A FIGHT. REALIZING A PHYSICAL BATTLE WOULD TAKE PRECIOUS TIME AWAY FROM THE BATTLE, BANSHEE LAUNCHES THE FIRST ASSAULT WITH A DEAFENING SONIC SCREAM. THE CANNY LYNCH, HOWEVER, IS READY AND MUFFLES HIS EARS WITH A SPECIAL SOUND DAMPENER HE MADE TO GET SOME SLEEP IN A HOUSE FULL OF TEENAGERS. REALIZING THAT HIS SONIC SCREAM IS USELESS, BANSHEE IS REDUCED TO RESPONDING WITH HAND TO HAND COMBAT, CONFIDENT IN HIS ABILITY TO BEST THE SEEMINGLY OLDER MAN. SEIZING THE OFFENSIVE, LYNCH ENDS THE BATTLE WITH A SIMPLE MANLY BLOW, FELLING BANSHEE.

Gen¹³: 2 GenX: 0

Rainmaker vs. Husk

LOOKING TO EVEN UP THE SCORE, HUSK SHEDS HER SKIN AND ENTERS THE FRAY. AS RAINMAKER BEGINS MANIPULATING THE ELEMENTS IN HER FAVOR, SHE LOOKS IN SURPRISE AT WHAT HUSK HAS BECOME: A RAZOR-SHARP TEFLON-LIKE SUBSTANCE. HUSK TAKES THE FIRST SWIPE AT RAINMAKER, WHO FALLS BACK WOUNDED. THE EMPRESS OF THE ELEMENTS TURNS THE TIDES, HOWEVER, BY CREATING A SPECTACULAR STORM AND SENDING A BOLT OF LIGHTNING TO SHOCK THE NOW CONDUCIVE HUSK INTO DEFEAT.

Gen¹³: 3 GenX: 0

YOU DA MAN

Burnout vs. Chamber
THE BATTLE OF THE TWO ENERGY-BASED KIDS BEGINS CAUTIOUSLY, CHAMBER STRUGGLING WITH HIS FEAR OF USING HIS POWER AND BURNOUT PREOCCUPIED WITH HIS CONCERN OVER THE THEME MUSIC USED DURING THE BATTLE HIS CRIES OF, "WHY ISN'T THIS MY BAND?" ARE SOON MET WITH A STUNNING BIO-BLAST FROM CHAMBER. THE BLOW, HOWEVER, IS GLANCING, AS CHAMBER KEEPS THE CORE OF HIS POWER IN CHECK. IT IS ENOUGH, THOUGH, TO FOCUS BURNOUT ON THE MATTER AT HAND, AND HE TAKES TO THE AIR, DODGING CHAMBER'S SEC OND ASSAULT. ANXIOUS TO GET BACK TO HIS GUITAR, THE NOW-CENTERED BURNOUT LASHES OJT AT CHAMBER WITH A BLAST OF PURE, FLAMING ENERGY. CHAMBER IS CAUGHT UNAWARES, AS HE CONSIDERS THE MORAL IMPLICATIONS OF FIGHTING, AND BURNOUT DROPS HIM WITH ONE SHOT.
Gen': 4 Gen X: 0
QUACK ME?! QUACK FU!!
Qeelocke vs. Howard
THE TWO UNDENIABLY STRANGEST MEMBERS OF THEIR TEAMS, HOWARD AND QEELOCKE SEEM A LIKELY MATCH-UP THE CAGEY HOWARD, LIGHTING ONE OF HIS TRADEMARK CIGARS, TRIES TO SIZE UP HIS SCRUFFY OPPONENT. WITH AN INDECIPHERABLE YOWL, QEELOCKE BEGINS TO OPEN ONE OF HIS DIMENSIONAL PORTALS. HOWARD IS UNFAZED UPON SEEING THIS OTHER DIMENSION, HOWEVER, AS, BEING A PRODUCT OF THE 70S, HE'S SEEN EVERYTHING, BROTHER. DRAWING UPON THE POWER OF QUACK FU, HOWARD HIGH-KARATES QEELOCKE INTO HIS OWN DIMENSIONAL PORTAL. AND YES, THAT IS ILLEGAL IN SOME STATES.
Gen': 4
Gen X: 1
VRROOOT?

Grunge vs. Skin

THIS BATTLE BEGINS FAST AND FURIOUS, WITH SKIN WRAITHING UP GRUNGE LIKE A CHRISTMAS PRESENT. GRUNGE, CUT OFF FROM ABSORBING THE PROPERTIES OF ANY SUBSTANCE SAVE FOR SKIN HIMSELF, IS DISGUSTED BY THE FLABBY, STRETCHY CONSISTENCY HE TAKES ON. BEING GRUNGE, HE MAKES NO ATTEMPT TO HIDE HIS REVULSION, EXCLAIMING, "ICK! YOUR POWER SUCKS!" SKIN RELEASES HIM, SHOUTING BACK THE WITTY RETORT, "DOES NOT!" GRUNGE RESPONDS WITH "DOES TOO!" AND THE "BATTLE" DEGENERATES INTO A GRADE SCHOOL NAME-CALLING CONTEST. RESULT: TIE.

Gen¹: 4
Gen X: 1

Alex Fairchild vs. Emma Frost

AS THE FATHER OF CAITLIN FAIRCHILD, ALEX HAD THOUGHT HE'D SEEN EVERYTHING. THAT WAS BEFORE HE MET THE WHITE QUEEN, HOWEVER. BEGINNING WITH A POLITE BUT AWKWARD ATTEMPT AT BELAYING THEIR CONFRONTATION, THE TWO EVENTUALLY COME TO AN IMPASSE. ATTEMPTING CHIVALRY WITH THE BEAUTIFUL EMMA FROST, ALEX MAKES A CRUCIAL MISTAKE: HE DROPS HIS GUARD, CAPTIVATED BY FROST'S CHARMS, AS IS HER NATURE, THE WHITE QUEEN MAKES THE MOST OUT OF HER OPPORTUNITY, AND DELIVERS A PUMMELING PSIONIC BLAST, DROPPING THE OUTMATCHED ALEX LIKE A SACK OF WET MICE.

Gen¹: 4 Gen X: 2

Freefall vs. Jubilee
THE TWO SPUNKY, PUBESCENT MEMBERS OF THEIR RESPECTIVE TEAMS ARE QUICK TO HAVE A GO AT EACH OTHER IN THE BATTLE, AND THEY LAUNCH THEIR ATTACKS BY TRADING CLEVER INSULTS ABOUT EACH OTHER'S FASHION SENSE. IT ISN'T LONG BEFORE THEY'RE COMPARING CREDIT CARD BILLS, WHO STUFFS WHO'S BRA, AND BRAND NAME LABELS IN THEIR CLOTHES WHILE FREEFALL STANDS REELING FROM JUBILEE'S MAXED AMEX ACCOUNT, THE YOUNG X-KID BLINDS HER FOE WITH A BARRAGE OF FIREWORKS. FREEFALL'S RENDERED UNCONSCIOUS BEFORE SHE HAS A CHANCE TO USE WHAT WOULD HAVE SURELY PROVEN TO BE HER SUPERIOR GRAVITATIONAL POWERS.
Gen¹³: 4 Gen X: 3
WELL, AT LEAST WE'VE GOT THEM OUT-NUMBERED..."
Anna vs. Synch
IN ONE OF THE ODDER MATCH-UPS, SYNCH FINDS HIMSELF FACING OFF AGAINST THE SPRIGHTLY YET WOMANLY MAID OF THE GENI3 KIDS. AS CONFUSING AS THIS MAY SEEM TO YOU, IMAGINE SYNCH'S STATE OF MIND. (IMAGINE OUR STATE OF MIND AS WE WROTE THIS.) HOPING TO END THE BATTLE QUICKLY, SYNCH ATTEMPTS TO TURN ANNA'S POWERS AGAINST HER. HE QUICKLY DISCOVERS, HOWEVER, THAT ANNA IS NOT ONLY NON-MUTANT, SHE'S NON-HUMAN AS WELL. WITH NO POWER AT HIS DISPOSAL AND ANNA'S AMAZING ROBOTIC STRENGTH, SYNCH QUICKLY FALLS. Gen¹³: 5 Gen X: 3
FINAL OUTCOME: TIE
AND THE WINNER IS...A TIE. HOW? WELL, STAN LEE WOULD BATTLE JIM LEE AND USE THE POWER OF EXCELSIOR TO OVERWHELM WILDSTORM'S MAIN MAN. THEN, THE REMAINING GENERATION X'ERS (INCLUDING THOSE WHO DIDN'T BATTLE IE., PENNANCE, ARTIE, LEECH AND FRANKLIN RICHARDS) WOULD TACKLE THE REMAINING GEN¹³S. FIANLLY, EVERBODY WOULD DECIDE, "HEY, WE SHOULD ALL JUST GET ALONG." THEN THEY'D GO TO THE MALL FOR PIZZA.

generation

James Robinson's writing Generation X. James Robinson is also writing Cable. This guy's everywhere! Maybe he really is as good a writer as we've been saying for the last two years....

FAN: What made you decide to do Generation X?

James Robinson: It was actually a guy I met in San Diego who worked for DC and then moved to Marvel, Jason Liebig. He just called me up at the right moment at the right time and asked me if I would be interested in doing four issues of **Generation X**. It's a chance for me to work with Chris Bachalo, who I've been bowling with a couple of times but never actually worked with. So I said, "Why not?"

What about the X-books appeals to you as a writer?

With **Starman**, it's very much my book, and it's my chance to allow my creativity to be fully shown in the way I'd like it to be shown. With the X-books, I feel I'm a component of a team that's moving this huge cast of characters forward month after month. If you go into it without any ego, if you go into it as just one cog in the machine of this huge mutant-verse, it's actually a lot of fun because you get caught up in these little bits of continuity. I think, unfairly, the X-books have sort of been considered the lowest common denominator in comics, sort of like the *Die Hard* movies. But I think if you look at the amount of thought that goes into them, it's pretty impressive, and I'm interested in that aspect of it.

What can you tell us about your upcoming story arc?

First, there's the upcoming Zero Tolerance arc, where Bastion appears to completely have the upper hand, and this will have ramifications through each book in its own way. In **Generation X**, first of all, I did a Flashbax issue, which happens throughout the Marvel Universe and takes place just before **FF** #1. It's before anything's happened to anybody, so my Flashbax issue involves Sean Cassidy and Emma Frost back when they were much, much younger. Then I go into these three issues set in East L.A. and featuring the Sentinels and Generation X. Chris Bachalo called me with the suggestion that we set it around the Venice Beach and Venice canals, etcetera. Not Venice Italy, Venice, CA. Because I know that area and he does, we can hopefully make it a bit more authentic and a bit more true to the feel of the place, but we'll also see the Generation X as a team. I think they stopped working as team proper, they stopped being like the young X-Men. So they won't be this finely honed group, but we'll see them come as close to that as they've done in trying to outwit the Sentinels.

Will Generation X still be their own team, though?

Yes, absolutely. This whole Zero Tolerance thing isn't like a BIG crossover. One of the nice things is that you can read them separately and enjoy them. With this, you don't have to read any of those other books if you don't want to—you can just read **Generation X**.

And you're also writing Cable?

Yes. I was at this writer's conference because I was doing the few issues of **Generation X**, and there was no writer on **Cable**, and it was just sort of an epiphany that I had that I would like to do this. My feeling for Cable is that he's been tied too much to the X-Universe. Obviously he's the leader of X-Force, but he's going to cut lose from X-Force. In the way his name is symbolic of the future and present with "Cable," I want him also to become the link between the X-Universe and Marvel Universe. I'm going to count him among the Marvel characters. The way I see him is that he's going to be a knight errant, as opposed to being at Camelot, like Scott and Jean are at the X-Mansion, he's out in the world doing these deeds, and I'm going to give him a new supporting cast and make him more accessible to mainstream Marvel readers. In the first story, he'll meet the Black Panther and characters you wouldn't normally associate with the title.

What surprises can readers look forward to?

I'm going to explain Cable's mission, why he's in the future, what he's doing here, why he's come from the future. At the moment, he is so ground in his own continuity. The soul of the book is almost the continuity itself and Cable is like the supporting player. And what I'd like to do is make the definition of what he is and why he's here and what he's doing to be very simple and accessible. If I can do that alone, I think I'll have achieved a really great thing with **Cable**.

What direction will you take the books? And for how long?

I have to get through the Zero Tolerance three-parter first, and I'd rather just let readers find out for themselves. **Generation X**, as far as I'm aware, is only four issues. So I regard that as something of a mini-series. And then **Cable**, as I'm saying, it isn't a detriment. If it is, then we'll have to see. I'm so far ahead on **Starman** and **Leave it to Chance** it's not even funny. I can afford to take this little sidebar and not have it affect the quality of those books, I hope.

by Scott Braden & Christopher Woodward

J. SCOTT CAMPBELL SAVES THE WORLD

by Scott Braden and Christopher Woodward

When Robert Plant asked from the stage of Live Aid in the mid-eighties, "Does anyone remember laughter?" he could well have been talking about the tone in most comic books at the time. The eighties brought stark grittiness to comics, making them entrenched in grim realism and deep, inner-personal struggles. And then came Image, with WildStorm, one Jeffrey Scott Campbell, and Gen13. Thanks to J. Scott Campbell, in fact, comics became fun again, as Gen13 delivered us from the evil eighties. All hail the man who grabbed the industry by its shoulders and taught it how to smile again. But how much longer will the laughs go on?

FAN: Why make comics fun again, Jeff?

J. Scott Campbell: I grew up being very influenced by the afternoon kind of action/adventure cartoons I saw. They weren't so serious and so gritty. I also grew up reading a lot of the books Art Adams had drawn, and I always felt like he brought a sense of fun to comic books that I thought was lacking. I felt like everybody was going this doom and gloom route where everything had to be gritty and dark. Originally, I wanted to be an animator, so I had this idea of what I wanted to do with comic books—I wanted to draw a lot of characters that were a little bit more fun looking, less gritty. At the time, I really felt like nobody was doing that. I mean it seemed like everybody was following the big, dark, menacing kind of route, and I'd like to think that maybe we had something to do with this whole, new fun comic book, centering around younger, less cynical characters.

I think "fun" just sums it up.

I don't mean to say the dark ones aren't fun because obviously comic books in general are fun, but it's just fun in the way it's less serious. I don't like taking anything too seriously, especially when you're in this kind of business.

How much of yourself goes into the characters? Is there a little bit of Grunge in you?

There's a little bit of all those characters in me. The book has definitely been a way of expressing my own personality. But the characters' personalities definitely have elements of my own in them. I think it's impossible for an artist not to do that because you draw what you like to see or just from your own experiences. There's no way to ever know, but I'd be very curious to find out what **Gen13** would've been like if I'd nothing to do with it because I do think that came across very strong, especially in the early days of the book.

Did you actually design these characters or were they designed by Jim Lee? Come on, you can tell me.

When I was initially hired, Jim had a pretty loose structure for the team. There were originally four members, and some were more designed than others. The only character I'd say I 100% designed was Freefall—that was the character I'd had since I was in high school and I was just looking to use her. Actually, it just happened to be that one of the characters in the group was very non-defined and it was the younger, female, spunky character, so I saw my character fitting that persona perfectly. I just came in the next day with a sketch, showed it to Jim, and said, "What about this character?" Almost instantaneously she became part of the group, and I think she fit in real well. I came up with more of the background stuff as we went along.

What's in the future of Gen13?

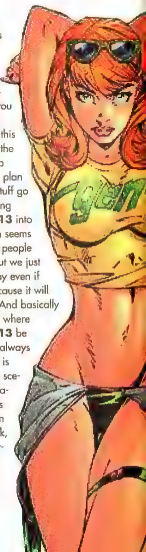
I see this as a very action-packed year for **Gen13**. I know a lot of people were enjoying some of the slower-paced stories, but I saw the book turning into 90210 with superpowers, and I want to pull away from that. I like the fact that we explore the characters' personal lives, but I don't think it should be at the expense of action, which is pretty much what I got into comic books to draw. So there's a lot of eventful, explosive stuff going on this year. I want to draw a lot of different, exciting things for the team to do that will eventually lead up to the Batman crossover, which was delayed from last year.

Will you be drawing that?

Yes. That's actually the reason we delayed it, because it didn't look like I could draw and get the book out regularly. I mentioned that I thought the book was waning a bit, and I want to get the book strong this year before I do the Batman thing.

Can you give the fans any details about what's coming up?

I could spill out storylines for the next hour, but I don't think it's going to be nearly as exciting as experiencing them in the book the way we want you to. I intend on doing the book for the majority of this year, and, at the end of the year, I think we round up with issue 25, where we plan on having some major stuff go down. We have something planned to launch **Gen13** into space for a while, which seems to be something a lot of people are doing these days, but we just said, "We'll do it anyway even if everybody's doing it because it will be exciting to do that." And basically just a lot of other places where youive never seen **Gen13** be because something I've always enjoyed about the book is putting them in different scenarios and different situations all the time. There's nothing I hate more than picking up a comic book, and I can't tell the difference between that issue from three issues ago because they're always in the same situation doing the same things.



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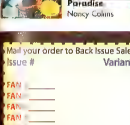

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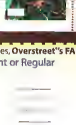

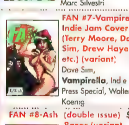

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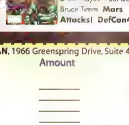

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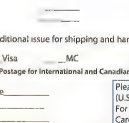

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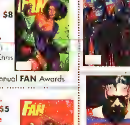

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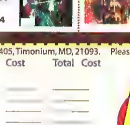

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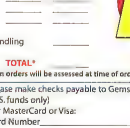

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FAN Special Report:

TOY FAIR '97

part one

BY CHRISTOPHER WOODWARD

AMERICAN INTERNATIONAL TOY FAIR

THE INDUSTRY

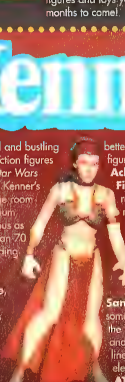
The news was good at the opening to the world's biggest annual toy event this year, as it was reported that toy sales had increased to a total of $13.94 billion in wholesale numbers for 1996. Toy Manufacturers of America (TMA) chairman George Volanakis further added in his opening address that, including video games, total industry shipments in dollars grew 6.3% in '96. Volanakis credited the huge media attention given to Tyco's Tickle Me Elmo this past Christmas season as one of the contributing factors to the toy industry's tremendous overall upswing.

In addition to the positive sales and product highlights of '96, Volanakis made a number of insights regarding the industry as a whole, stating, "The growing interactions between the toy and entertainment industries cannot go without mention. In recent years, major films have provided the perfect vehicle for toy products. Whether it's huggable, spotted animals or action figures, once again, in 1996 the potential of this partnership was revealed, both at home and abroad."

As the final item on the agenda at this year's opening press conference, Volanakis made the traditional annual prediction: anticipating shipments of traditional toys and games will continue to grow in 1997 and that retail sales in 1997 will top $21 billion. And now, onto the manufacturers' showrooms themselves, for a look at the amazing action figures and toys you can expect to be prowling the aisles for in the months to come!

Kenner

The immense Kenner showroom was crowded and bustling this year, and it's no wonder: Kenner has the action figures for two of 1997's biggest movie events—*The Star Wars Special Edition Trilogy* and *Batman and Robin*. Kenner's *Star Wars* display was grand, located in a huge room modeled to resemble the cockpit of the Millennium Falcon, and the toys themselves were tremendous as well! In 1997, Kenner plans to release more than 70 different regular sized *Star Wars* figures, including **Garindan**, **Han Solo in Bespin Gear**, **Enslaved Princess Leia**, **Emperor's Imperial Guard**, **Bib Fortuna**, **Yak Face**, **Weequay**, **A.S.P. Droid**, **Emperor Palpatine**, and many more. What's more, as many collectors already know, Kenner and Lay's Potato Chips are offering an exclusive **Spirit of Obi Wan** figure through mail-in this year. Kenner had the figure on display in the showroom and it looked great, so you'd better grab those chips while you can! In the twelve inch figure line, *Star Wars* collectors can look for **Admiral Ackbar**, **Boba Fett**, **Princess Leia**, **C3-PO**, **Tie Fighter Pilot**, and many more, including the just-released **Lando** and **Luke in Dagobah Gear**. A new idea from Kenner for *Star Wars* this year is the release of **Beast Assortment** sets, which will feature both a creature from the trilogy and an appropriately matched action figure all in one box. Examples include **Han and Jabba the Hutt**, the **Rancor with a Jawa**, **Tauntaun with Luke in Hoth Gear**, and **Patrol Dewback with Sandtrooper**. Each of the action figures will be new in some way and only available in the set. Look for playsets in the *Star Wars* line as well, including **Endor Ambush** and **Hoth Base**. And finally in Kenner's huge *Star Wars* line, look for some excellent vehicles, including a huge electronic light-up **Imperial Walker** with exclusive **AT-AT Commander** and **AT-AT Driver** figures, the



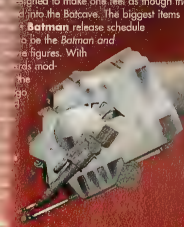
New Star Wars' figure Enslaved Leia.

A[illegible] **Fighter** with an exclusive pilot, and **Imperial Speeder Bikes** with either an exclusive **Leia in Endor Gear**, **Luke in Endor Gear**, or **Imperial Scout Trooper**.

From [illegible] *Wars*, it was on to the huge **Batman** showroom at Kenner, designed to make one feel as though they'd just [illegible]ed into the Batcave. The biggest items on the **Batman** release schedule appeared to be the *Batman and Robin* movie figures. With all the brands modernized, the [illegible] incorporating [illegible] and [illegible] new [illegible] for the [illegible] the [illegible] choices [illegible] appeared [illegible] for [illegible] to [illegible]

Jumbo Villains **Poison Ivy**, **Iceblast Mr. Freeze**, **Bane**, **Battle Gear Bruce Wayne**, Mr. Freeze's henchman **Frost**, **Bike Batgirl**, **Razor Skate Robin**, and a number of various **Batman** figures, including **Heat Scan Batman** and **Snowplow Tracker Batman**. Figures will also be available in deluxe editions and in two-packs just as they have been for Kenner's **Batman Forever** release. Two-packs you can expect include **Nightmare Robin vs. Evil Entrapment Poison Ivy**, **Bane** and **Batman** in the **Battle of Brain vs. Brawn** set. In addition to those figures and some tremendous playsets, Kenner will be releasing 15" **Batman and Robin** figures as well, the first time Kenner has done so for the **Batman** line. These will include **Mr. Freeze**, **Batman**, **Robin** and **Batgirl**.

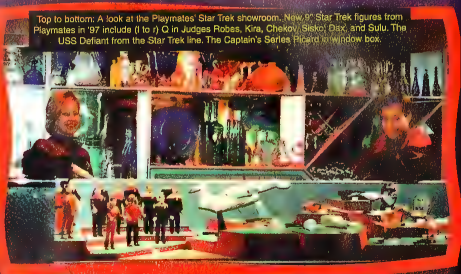
Batman movie isn't the only thing Batman-related that's [illegible] at Kenner. Look for the long-awaited release of the **Batman and Robin Animated Harley Quinn** and **The Joker**, who has been redone to fit more accurately with his pal Harley, as well as **Roto Chopper Riddler**, **Hydro Storm Robin**, and **Wind Blitz Batgirl**. And Kenner will continue with its **Legends of Batman** line, done now in the huge, McFarlane-esque style, and set to include more **Batman** figures and an amazing new **Joker** figure. **The Batman: Total Justice** line will also feature new releases in '97, including **Green Arrow**, **The Huntress**, **Black Lightning**, and **Parallax**. And don't count Superman out! Kenner plans to release the ***Superman Animated*** figures on a broader scale in '97 and include many new figures from the animated series, such as **Supergirl** and **Darkseid**. And watch out for Kenner's **Steel** action figures, set to coincide with the movie of the same name. In all, there should be plenty of action this year from the folks at Kenner, as these releases, as well as further KnightsVerse figures and playsets hit the shelves.



New Electronic Imperial Walker from Kenner, with AT-AT Commander.

From left to right: The Huntress is new to Kenner's Total Justice line; The Batman and Robin 12" Series; Time Twisted Legends of the Dark Knight from Kenner.

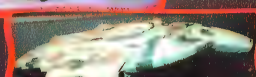
Playmates



Top to bottom: A look at the Playmates' Star Trek showroom. New 9" Star Trek figures from Playmates in '97 include (1 to r) **Q** in Judges Robes, Kira, Chekov, Sisko, Dax, and Sulu. The USS Defiant from the Star Trek line. The Captain's Series Picard in window box.

In their new, bigger showroom this year, Playmates looked fantastic, with a diverse array of action figures and toys that's sure to have something for every collector out there. The Playmates' tour started off with a look at the bevy of new *Star Trek* toys for '97, and what better place to show off the line than a showroom modeled after Quark's bar, from *Deep Space Nine*. New to the basic 5" assortment this year will be **Dax from "Trials and Tribulations," Leeta** (the dabo girl), **Edith Keeler**, **Sisko from "Trials and Tribble-ations," Harry Mudd**, **Swarm Alien**, **Bashir from "Trials and Tribble-ations," Captain Koloth**, **Lt. Ilia**, and more. Also watch for three new **Starfleet Academy** figures—**Troi**, **Data**, and **Crusher**—as well as new Combat Action figures, a new line of *Trek* figures that will stand six inches tall and each incorporate two spring-activated features. Figures in this line will include **Picard** with fencing action, **Riker** with phaser draw action, **Worf** with **Bat'leh** combat action, **Q** with fencing action, and **Borg** with mechanical arm action. New to the 9" line in '97 will be **Janeway**, **Tuvok**, **Odo**, **Harry Kim**, **Paris**, **Bashir**, **Kira**, **Chakotay**, and more. And vehicle collectors can watch for a Romulan ship as well as the Defiant.

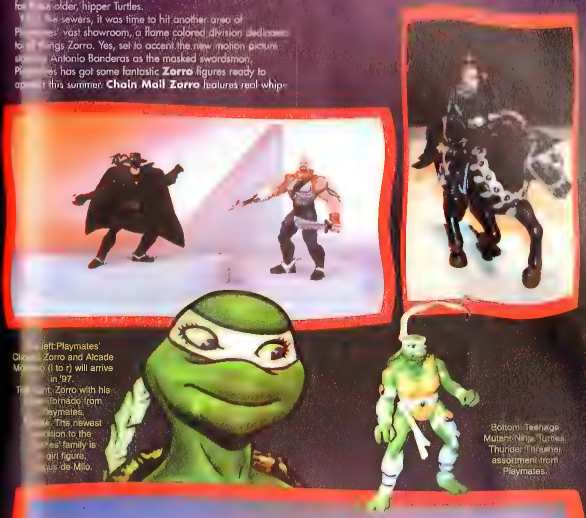
But that's not all for *Trek*—Playmates has some fantastic limited edition figures in store for '97 as well. The **Ultra Trek** assortment debuts in the Fall and features three 6" figures in a unique box that will allow collectors to play with the toys and then put them back on display. These will be limited to 5,000 of each and include **The Queen Borg**, **Borgified Data**, and **Picard as Locutus**. The **Masterpiece Editions** are all-new 12" figures that come housed in an album with a hard-bound **Captain's Series** book, much like recent **G.I. Joe** releases. The 1997 **Captain's Series** figures will be **Picard** and **Kirk**, and will also be limited in number. Finally in *Trek* from Playmates, **The Platinum Edition** features 12" resin figures that will be serial sized and limited in number with a higher detail than the regular action figures. Look for both figures and dioramas.



Upon leaving Quark's bar, the next area of the Playmates showroom seemed more to resemble an underground pipe system than anything else, meaning, yes, that's right, the

Mutant Ninja Turtles for '97! Set to coincide with a new live-action television series, the '97 **Turtles** line is bound to be even as a fifth Turtle is added to the roster—a female of the half-shell. Playmates is adding 16 new figures to the line, including the fifth Turtle herself, **Venus de Milo**, as well as new villains like **The Dragon Lord** and the **Dragon Warriors**. Furthermore, each **Turtle** figure in the new **Thunder Thrashers** assortment will come with a free wave-rider board, the choice mode of transportation for the older, hipper Turtles.

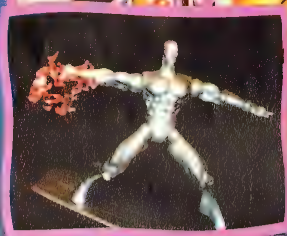
With the sewers, it was time to hit another area of Playmates' vast showroom, a flame colored division dedicated to all things Zorro. Yes, set to accent the new motion picture starring Antonio Banderas as the masked swordsman, Playmates has got some fantastic **Zorro** figures ready to appear this summer. **Chain Mail Zorro** features real whipping action. **Classic Zorro** slashes a 'Z' in the air with his sword, **Alcade Montero**, the villain, features sword-fighting action, and **Cast Steel Zorro** throws a knife at his enemies. But there are many other figures as well, and, best of all, Zorro's horse, **Tornado**, comes with an exclusive **Zorro** figure that jettisons off of the saddle, flips in the air, and lands on his feet (even a one-piece figure set that has to be seen to be believed!)



Left: Playmates' Classic Zorro and Alcade Montero (l to r) will arrive in '97. The latest Zorro with his Tornado from Playmates. This newest addition to the Zorro family is a dirt figure, Venus de Milo.

Bottom: Teenage Mutant Ninja Turtles Thunder Thrasher assortment from Playmates.

Below, from top to bottom: No one is safe in '97 as Onslaught invades stores everywhere. Thor, is one of the new figures from the Toy Biz Avengers line. A look at one of the new Silver Surfer figures. A look at the Leader's Gamma Mutant Warriors assortment.



TOY BIZ

The showroom for Toy Biz was wall-to-wall crowded, as people elbowed their way to get a better look at the huge amount of new arrivals from this company. First up in the showroom was the **X-Men**, a fan favorite toy line for many years now. New for '97 are few lines that should be hitting stores already as you read this, including **Air Attack X-Men**, **Savage Land**, and **X-Men Monster Armor**. An **X-Men** line you may not have seen yet, however, is **X-Men Onslaught**, which features **Onslaught**, **Apocalypse**, **Jean Grey**, and **Mutant Wolverine**, each with a special accessory. As the *X-Men* cartoon is rumored to be in last season, however, collectors can look for a decrease in the X-line, while other Toy Biz lines pick up.

One of those lines is **Spider-Man**. Already in stores is the **Electro-Spark** assortment, and following shortly after that will be the **Web Trap** assortment, with each figure coming with a special trapping device, and villains such as **The Rhino** and **Scorpion** each getting new figures. In the Fall, however, collectors can look for the **Web Wars** assortment, which will feature new characters with special transforming war machines. Look for **Web-Swamp Spidey**, **The Vulture**, **Daredevil**, **The Lizard**, and more. One totally cool **Spider-Man** assortment set to debut this Summer is **Web Splashers**. For this one, Toy Biz set up an amazing diorama with flowing water to illustrate how figures are meant to be played with in water. Each figure will come with an inflatable device and spectacular accessories, and collectors can watch for **Sea Hunter Spidey**, **Shark Trap Spidey**, **Deep Sea Dr. Octopus**, **Sea Diver Spidey**, and **Black Sea Venom**. And speaking of Venom, the next

Venom assortment, **Along Came a Spider**, hits stores in [illegible] and will include **Spider-Carnage**, **Venom**, **the Symbiote**, **Bride of Venom**, and **Phage**. Another line to watch for in [illegible] is the **Silver Surfer** set to coincide with the new animated series on Saturday mornings. All of the details haven't been set on this one yet, as the release date is so far off, but you can count on some great figures like **Beta Ray Bill**, **Nova**, and the **Surfer** himself. Another all-new line to look for is **The Avengers**, set to be released this summer and include **Thor**, **The Scarlet Witch**, and newly sculpted **Iron Man**. And keep an eye out for a second assortment of **Hercules** figures this summer as well. Toy Biz releases a **Mastermind** with chemicals that scar to his head, **Doc Sampson**, **Absorbing Man**, **The Maestro**, and **Zzzax**. Also watch for a line of **The Lost Land's Gamma Mutant Warriors**, where each mutated **Hulk** figure will be packed with an **Outcast** (one of The Lost Land's mutated animals from the desert).

[illegible] recognizing a collector's needs are different than those of a child who actually plays with their toys, Toy Biz also [illegible] a number of limited releases for '97 as well. The first series of these will be what Toy Biz is calling the **Famous Covers** series. These figures will each be packaged in a special window box that flips open to reveal the character—perfect for display. Look for **Storm** and **Wolverine** to begin the series, with each figure wearing real cloth costumes and made in a larger 8-9" format. What's more, collectors who mail in the required proofs of purchase will be able to receive a special **Aunt May** figure from Toy Biz, to complete their set. The details on this offer are not yet complete, but when **FAN** finds out more, we'll let you know right away. Another new move for Toy Biz is a collector's edition **X-Men** 5-pack set of all the original **X-Men** (and women) in their original outfits. **Beast**, **Phoenix**, **Angel**, **Cyclops**, and **Iceman** in these costumes will only be available in this limited edition set, so this is definitely one to watch for.

But Marvel characters aren't the only figures Toy Biz handles. Look for new assortments in the **Hercules** and **Xena** lines in '97 as well. Called the **Mt. Olympus Games** assortment, sometime's figures include **Mesomorph**, a new **Xena**, **Gabrielle**, and a new **Centaur**. Of special interest to collectors will be the two two-packs from this line, including **Xena** and **Hercules**, **Hercules** and **Iolaus**, and **Xena** and **Gabrielle**. And finally, also with not even a hint of the special collectors edition **Xena** and **Gabrielle** figure, remember that rarely and with special [illegible] for them to change into a 12" figure never looked so good.

Above: 12" Gabrielle is new from Toy Biz in '97. Right: Akasha from Toy Biz's Hercules line.

Left: The Sword from the Stone Alien Wars Vhalo assortment. Below: The exclusive Thor jewelry item that will be available at retail from Toy Biz this Fall.

McFarlane TOYS

Al Simmons from the Spawn The Movie series.

Masked in shadows, the walls covered with cobwebs, hubcaps, and old license plates, the McFarlane showroom looked like a hideout Al Simmons may have once called home. But lurking in those shadows were McFarlane's 1997 releases, displayed in the actual size, as well as the prototype double-sized "2-up" version, to emphasize the details in these thrilling releases. Spawn® Series 8 will be available in May, and this tremendous line will feature six all new figures, **Rotarr**, **Renegade**, **Buffalo**, **Gate Keeper**, **Grave Digger**, and the fantastic, **Curse of the Spawn** figure, taken from the recent smash image comic. As usual, each figure comes with a variety of weapons and accessories.

The biggest **Spawn** release, though, will be those figures coming associated in conjunction with the live-action Spawn movie arriving in June. Watch for **Movie Spawn**, **Hamburger Spawn**, **Al Simmons' Movie Clown**, the all-new **Jason Wynn**, and the fine-detail figure, **Priest**. And like all Spawn movie assortments, will include three rare figures—Collector

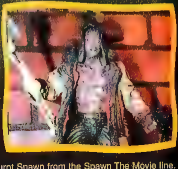
New from McFarlane, it's Curse of the Spawn.

Spawn, and **Malebolgia**—all of them based upon their representations in the film.

But **Spawn** isn't all you're going to see from McFarlane this year again. There's **Total Chaos**, and series two, arriving in August, a wider-than-ever, based on several fan favorites, **Quartz**, **Blitz**, **Poacher**, **Brain Drain**, **Corn Boy**, and **Smuggler**.

And finally (we saved the best for last), in 1997, McFarlane presents **KISS** action figures, based on the rock-and-roll band. These figures are stunningly detailed and will each come with weapons, a base, and their respective instrument. But these aren't simple musical instruments, for example, **Paul Stanley**'s guitar has snap-on blades, **Peter Criss**' drums launch missiles, **Ace Frehley**'s guitar transforms into a space sled, and **Gene Simmons**' bass becomes a giant axe. Loads of fun for the whole family!

The new Kiss line featuring (l to r) Gene Simmons, Peter Criss, Paul Stanley, and Ace Frehley.

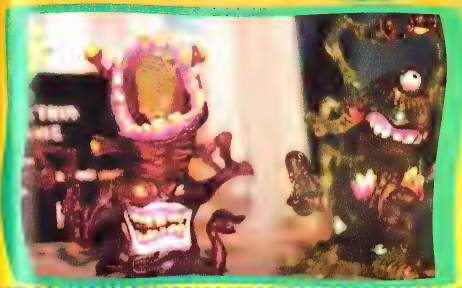


Burnt Spawn from the Spawn The Movie line.

TRENDMASTERS

Along the recent success of Trendmasters' **Mars Attacks** releases, it was no surprise to see an area of the Trendmasters' showroom made up to look like a '50s diner recently invaded by aliens. Though there won't be any new **Mars Attacks** releases from Trendmasters this year, the company does have a number of cool lines to introduce, the first of which is **Extreme Ghostbusters**. That's right, the ghost busting, specter-detectives are back, and this time with cool new outfits and neat accessories. Look for all-new **Ghostbusters** to battle the nasties, but expect to see some familiar faces on the oozing creatures they put away. Though the ghosts and people may not be named the same as their eighties counterparts, there are some welcome resemblances. In all, this line looks to be a lot of fun and is sure to go over big with kids everywhere.

In fact, kids seem to be the big focus of Trendmasters' plans for '97. Some of their other lines for this year include **Gumby**, **Casper**, and a totally new concept called **War Planets**. Not an action figure exactly, a **War Planet** is more a large sphere that springs open to reveal weapons, vehicles, and small soldiers who try to invade other planets. All of the figures and vehicles look very futuristic, and the planets themselves each have different strengths and weapons. In all, this is an innovative line that could be huge, depending upon the whims of kids everywhere.



Above: Equardo from Trendmasters' new Extreme Ghostbusters line.

Left: Villains from the new Extreme Ghostbusters line.

STILL MORE...

Whew! That's a lot of action figures coming at you in '97, but that's not all. Next month, look for the **FAN** Special Report on Toy Fair, Part Two! We've still got to get to Galoob, Irwin, Bandai, Mattel, Applause, and a few more surprises from McFarlane and Playmates. Toy Fair was so big this year, there was just no way to fit it all into one issue. So start planning some creative financing so you can afford all of those new figures, and watch for **FAN** #24 for even more toys you'll be the first to know about.

TOY MARKET REPORT

by James Bullock

•RECENT TOYS•

KENNER

Orange card mania is currently the dominant trend in new figure demand. Collection 1 figures (**Greedo**, **Death Star Gunner** and **Tatooine Stormtrooper**) are next to impossible to find on orange cards. Rumors have it that these three figures were only produced for a week on orange cards. As a result, collectors are paying, on average, $30-$40 a piece or $100 a set for these figures. The rest of the new figures are also tough on orange cards, but not nearly as tough as the first three. Most others go for $10-$20 a piece. Green cards are everywhere now, but with the hologram picture. Green carded figures with regular lithos may end up being super tough as well. At this point, though, all non-hologram green cards fetch about $10. But beware spending too much money on these pieces, remember **Leia** and **Lando**! I went to Toys 'R' Us, and there were 20 **Landos** on the rack. How many of you spent $25-$50 for this figure a year ago? Orange card fever may follow the same exact trend.

No prices available yet on either of the two mail-in exclusive **POTF2** figures available: the **Spirit of Obi-Wan** (Lays Potato Chips exclusive) and the **Cantina Band Member** (Fan Club Exclusive). But expect these to disappear very fast.

TOY BIZ

Interest in all Toy Biz lines has plummeted over the last year. The real dog of the lines has been the Puzzle Zoo exclusive **Hall of Fame** line. Almost all of these figures are just cheap repaints of previous figures so collectors have next to no interest in going out of their way to get them. Puzzle Zoo may really take a bath on this one.

TRENDMASTERS

Movement is still fast and furious on the **Mars Attacks Martian Spy Girl** figure, as demand is far out-pacing supply on this one. What's more, sources at Trendmasters indicate that the figure, packed at less than one per every four cases, was manufactured in numbers less than 5,000. The trouble apparently had to do with the shapliness of the figure conflicting with the size of the plastic card bubble that houses it. As a result, less were made of both the talking versions and the non-talking figures (found so far only in Kay-Bee stores), causing major headaches for collectors everywhere

•NOT SO RECENT TOYS•

KENNER/HASBRO

•BATMAN

Sales of **Batman** figures have been slowing down. **Penguin** still fetches $100, **Riddler** and **Combat Belt Batman** $40 each, etc., but overall sales are slower. It seems as though demand is being satisfied without more demand being injected. In other words, the number of people entering the **Batman** collecting hobby seems to be slowing down. Some pieces are on the rise, though, like **The Dark Knight** and **Batman Returns** vehicles. **The Dark Knight Batmobile** fetches an easy $100 MIB, the **Batcopter** $60, the **Batwing** $75 and **Knock-Out Joker** $75 MOC. The **Batman Returns Batmissile** is second only to the **Robin Dragster** (which has leveled out at $350) among Bat vehicles. It commands $125-$150. **The Batman Returns Batmobile** gets $100-$125 and the **Skyblade** gets $50-$75. Among figures, the two **Deluxe Electronic Batman Returns** figures are sizzling hot demanding $75+ when available. These were tough to find when they were new, so you know they're even tougher now! Most other figures are rather slow though. The **BM Returns Penguin** fetches $40 and most others get $10-$15 a piece except for **Catwoman**, who gets slightly more, and the second series releases which go in the $5 bin. The **Dark Knight** and **Returns Crime Master** boxed figures (all six of which were Toys 'R' Us exclusives) are slow to sell but command $20-$25 a piece when they do.

•TRANSFORMERS

Hound, **Prowl**, **Jazz** and **Sideswipe** seem to be the most demanded with **Sunstreaker**, **Mirage** and **Bluestreak** pulling close seconds. **Ratchet**, **Trailbreaker** and **Ironhide** are mainly only demanded by those who want to complete the series one set. And, another big seller (no pun intended) is the mammoth **Fortress Maximus**. The toy stands over 2 feet tall and weighs a ton, and every **Transformer** collector in the world "has to have him!" Loose, NM and complete (which is tough to find since he comes with many parts and damages easily) he commands a quick $350 and MIB (stickers un-applied) he gets at least $800 when in a C9 or better box. This for prime condition, which means all inserts, instructions etc. must be included. Toys with stickers applied and/or missing inserts typically go for just a small percentage over the loose price.

MATTEL

He-Man is doing well again with almost all carded figures selling briskly at good prices. The cards have to be at least C8 or better, though. Recent sales include **Merman** $35, **Man-Faces** $25, **Prince Adam** $40, **He-Man** $35, **King Randor** $55, **Teela** $45, **Sorceress** $50, **Faker** $25, **Beastman** $30, and **Orko** $25. Most playsets and accessories only sell well when super cheap except for the extreme huge and demanded **Eternia** playset which gets $250 loose complete and $500-$600 MIB if you can find it. Also, **She-Ra** is growing in demand. Recent sales of figures from her line include **Netossa** $15, **Kowl** $25, **Bow** $30, and **She-Ra** herself for $30, all MOC.

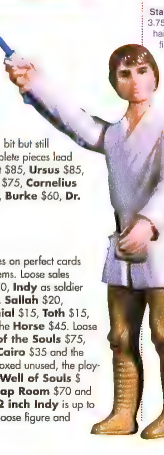
Mattel's She-ra figure

$300-$350 for a C10 sealed MIB piece. The LINs are popular, but mainly loose complete. Prices are at the following: **Indy** $85 loose $150 MOC, **Thugee** $45 loose, $80 MOC, and **Mola Ram** $50 loose and $90 MOC.

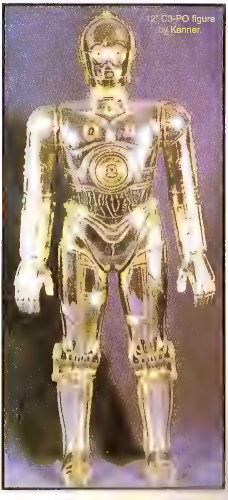
•STAR WARS

Two items are shooting through the roof, and they will never, ever go anywhere but continuously up. They are 12 backs and **POTF** carded figures on C9+-C10 cards. Truly mint specimens are setting new records for demand and price with prices on C10 perfect 12 backs as follows: **Luke** $350, **Leia** $300, **Han** (small) $450 (large) $650, **Ben** $275, **Vader** $275, **Stormtrooper** $275, **Vinyl Jawa** $1,000 $1,500, **Jawa** $225, **Death Squad Commander** $225, **Tusken Raider** $225, **Chewie** $225, **R2-D2** $175, **C-3PO** $175. As for **POTF**, get a load of these prices for C10 unpunched pieces with clear bubbles: **Luke Stormtrooper** $550, **Yak Face** $1,200, **Anakin** $1,000, **Nikto** $500, **Han Trenchcoat** $500, **Yoda** $450, **AT-AT Driver** $550, **Han Carbonite** $275, **Amanaman** $225, **R2-D2** pop-up $175, **Gamorrean Guard** $225,

•NOT AT ALL RECENT TOYS•



Star Wars' 3.75" brown hair Luke figure



12" C3-PO figure by Kenner

MEGO

•PLANET OF THE APES

Apes have slowed down quite a bit but still sell when priced well. Loose complete pieces lead the demand with **Urka** on top at $85, **Ursus** $85, **Astronaut** $75, **Soldier Ape** $75, **Cornelius** $50, **Galen** $50, **Verdon** $60, **Burke** $60, **Dr. Zaius** $55, and **Zira** $45.

KENNER

•INDIANA JONES

Loose complete figures and figures on perfect cards are the most highly demanded items. Loose sales include **Indy** $90, **Marion** $150, **Indy** as soldier $50 **German Mechanic** $20, **Sallah** $20, **Belloq** $30, **Belloq Ceremonial** $15, **Toth** $15, **Cairo Swordsman** $15 and the **Horse** $45. Loose complete playsets include **Well of the Souls** $75, **Map Room** $35, **Streets of Cairo** $35 and the **Desert Convoy Truck** $45. Boxed unused, the playsets fetch (in C9 or better boxes) **Well of Souls** $ 150, **Streets of Cairo** $80, **Map Room** $70 and the **Convoy Truck** $90. The **12 inch Indy** is up to $ 175 for a truly mint, complete loose figure and

Stormtrooper $225, **Teebo** $175 and **Wicket** $175. Remember, these prices are for *perfect* cards!

Other items that are in top demand are mint, loose complete figure playsets and vehicles. Sales of such include **Jawas** $20 each, **Leia** $35, **Han** (small) $35, (large) $22, **Luke** (blonde) $25, (brown) $55, **Luke Stormtrooper** $150, **Yak Face** $150, **Cloud Car Pilot** $25, **Leia Bespin** (turtle) $30, (crew) $20, **Leia Boushh** $22, **Luke Battle Poncho** $65, **EV-9D9** $85, **Imperial Gunner** $75, **R2-D2** pop-up $100, **Wicket** $20, **Warak** $35, **Romba** $35, **Lumat** $25, and **Paploo** $25; **Tatooine Skiff** $400, **A-Wing** $400, **Sand Crawler** $350, **Sonic Landspeeder** $250, **X-Wing** $45, **Tie Fighter** $45, **Tie Interceptor** $75, **Dewback** $40, **Jabba Playset** $40, **Land of the Jawas** $50, **Cantina** $45, and **AT-AT** $150. ✣

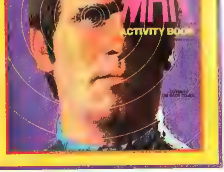
benn's geek corner

THE SIX MILLION DOLLAR MAN ACTIVITY BOOK

1977

Rand McNally

It didn't matter if you had to take a road trip or visit a boring family member, as long as you had an activity book, everything was cool. This one comes from back when a TV show wasn't just a TV show, but a licensing machine. Now kids have to be content with finding Waldo or coloring in Barney, but what could be more action-packed than connecting the dots, only to discover Major Steve Austin in scuba gear wrestling a shark? (Let's see that stupid purple dinosaur do that. "I love you, you bite me…") This one was found at a flea market for $7.50, a small price to pay for the Six Million Dollar Man!



TOP 10 RECENT TOYS

10. TOYS 'R' US BATTLE OF THE BULGE DRESS MARINE

G.I. Joe

$40-$45

The hottest commemorative **Joes**, the African American versions of these are still commanding top prices and not getting any more plentiful.

9. AND 8. BANE AND SCARECROW

Legends Batman Returns

$15-$20

These are two of the best Batman figures to come. Super cool from Kenner and in the McFarlane style.

7. LUKE JEDI (TAN TEST-ED)

POTF2

$25-$30

Its genuine scarcity means this one is still hanging in there in demand despite being overshadowed by the new releases.

6. AND 5. NINE INCH KIRK AND SPOCK FROM "A PIECE OF THE ACTION"

ST-Kay-Bee Exclusive

$200-$275

This set is super hot and going up every day. That may change, though, as collectors begin to see these as the 1701 figures of the 9 inch line.

4. GREEN CARDED STAR WARS WITH LIGHO

POTF2

$15-$20

The green carded figures from both collections are turning out to be tough to find without the hologram. As a result, people are going nutty trying to finish their sets.

3. ORANGE CARDED COLLECTION 2 STAR WARS

POTF2

$20-$25

All of these are in top demand, although not quite as much as the Collection 1 figures. Either way, right now you can't go wrong with orange.

2. MARTIAN SPY GIRL

Mars Attacks

$30-$50

Still quite an elusive figure who's disappearing so fast that collectors are gladly paying big to pick her up before it's too late. The talking and non-talking are both blazing hot.

1. ORANGE CARDED COLLECTION 1 STAR WARS

POTF2

$40-$55

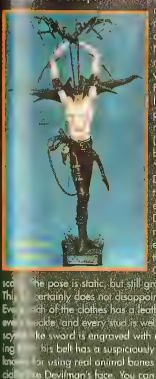
Greeda, Tatooine Stormtrooper, and Imperial Gunner are the tough ones. People are finally realizing that, if they want the figures, they're gonna have to pay up since these shouldn't pull a Lando and show up again.

DRASTIC PLASTIC

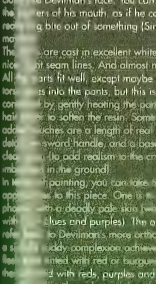
by Clay Boy

DEVILMAN
Fewture

It is rare you can't have even a passing acquaintance with Japanese anime or manga without running into Go Nagai's celebrated anti-hero, Devilman. (Celebrated anti-hero? Hmmm...) Over the years, he and his leathery gal pal Siren have been portrayed quite stunningly (and quite nakedly) in resin by Volks of Japan. The Volks kits seem to take a straight-on approach to this dark duo, rendering them as they appeared in Nagai's works. Now Fewture Models has a new interpretation of the winged warrior.



Fewture's **Devilman** is a lean, lanky customer, and probably one of the tallest resin kits I've ever seen (nearly two feet!). Sculpted by Yasushi Nirasawa of "Creature Core" fame, this DM has got it all: leather tights, motorcycle boots, even nipple rings. Devilman's traditional facial markings (a black line under each eye) combined with this costume remind me of O'Barr's Crow. Elegant but



sc... The pose is static, but still graceful and even defiant. Th... certainly does not disappoint in the detail department. Ev... ch of the clothes has a leathery texture, and every belt, buckle, and every stud is well defined. The blade of his scyt... like sword is engraved with runes. The small skull hanging ... his belt has a suspiciously realistic look (Nirasawa is known for using real animal bones in his sculptures). I espe... cially like Devilman's face. You can see a shit running up from the corners of his mouth, as if he could take a receding bite out of something (Siren maybe?).

The... are cast in excellent white resin with nice, ... ght seam lines. And almost no bubbles. All ... parts fit well, except maybe where the tors... ins inks the pants, but this is easily corr... by gently heating the parts with a hair ... to soften the resin. Some nice add... touches are a length of real chain to del... the sword handle, and a base coat in cle... to add realism to the crystals imbe... in the ground!

In ... painting, you can take two approa... s to this piece. One is to go by the photo... with a deadly pale skin (weeks shaved with ... blues and purples). The other is to ... Devilman's more orthodox look, a ... muddy complexion achieved with a ... ed tinted with red or burgundy and ... ed with reds, purples and burgundies. I like the pale route best for this one, but I've seen both ways pulled off well. Also, try to take advantage of all the wonderful textures Nirasawa has provided. Give the black leather a faint airbrushing of a lighter color, like rust brown, to show it off (I'll assume dirtbrushing and the other techniques of painting is a reasonably normal thing).

In all, it's an excellent kit, and it's a testament to the enduring popularity of Go Nagai's heroic misanthrope.

ART STORM USA / FEWTURE MODELS
4710 University Way NE #105
Seattle WA 98105

BIG GUY AND RUSTY THE BOY ROBOT
Dark Horse

I think I can safely say that the comic book community's collective jaw dropped when Geof Darrow's **Hard Boiled** hit the stands. His loving attention to detail and way, WAY out design work floored me, that's for sure. And soon he was at it again this time with **Rusty and the Big Guy**, a vision of '50's era sci-fi meets Tezuka-era-Manga. And now you can get the Big Guy in kit form, sculpted by Dark Horse veteran Kent Melton.

The **Big Guy** is a foot-tall chunk of resin. I haven't weighed him, but I'd say he clocks in at about four or five pounds. The piece is not overly complex, but still appropriate in keeping with Darrow's stylized-retro design. The lines are crisp, giving the mechanics believability, yet without spoiling the bendy, cartoony fun that is the Big Guy.

Of course, you get an appropriately scaled Rusty figure, too. What a cutie! The little dumpling makes you want to reach out and pinch his chubby little cheek! Hee hee! Sorry. He's nice too, with a simple, friendly pose that says, "Salutations!" With a little modification, you could turn his hand palm up, stick a big burger platter on it... well, you get the picture.

As far as building goes, you really don't. Rusty is all one part, and the Big Guy is all one part too. Just place them on the base included (you'll notice the robot's feet plug in especially well), stick the metal antenna in BG's head, and you're finished! Painting really couldn't be easier, since the Big Guy is nearly all white, and Rusty breaks down into about three easy colors (red, white and flesh, and maybe a little airbrushed oxeness on the cheeks). And don't cringe, but you really could get away without painting this one. It almost looks as good on the shelf as it does resin. Either way, this piece will please even the most hard boiled Darrow fans.

Big Guy & Rusty the Boy Robot statue

Dark Horse Comics, Dept. IHA
10956 SE Main St
Milwaukee, OR 97222

Clay Boy Wants To Review Your Kit
The underground is bristling with talented model manufacturers and Clay Boy is covering the action! If you have your kit considered for review in DRASTIC PLASTIC, send a sample casting along with press info and photos to

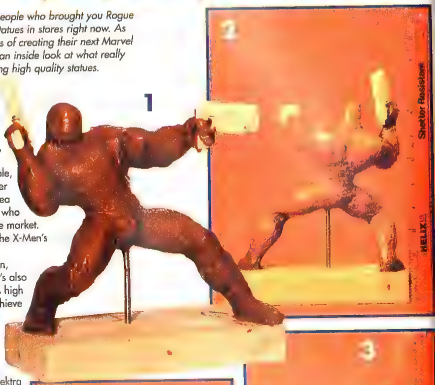
CLAY BOY
PO Box 242
Lakewood CA 90714-0242

All submissions become property of Clay Boy and cannot be returned.

FAN Special Inside Look:

A STATUE FROM THE FUTURE– THE MAKING OF BISHOP

Creative License are the same people who brought you Rogue and Elektra, two of the hottest statues in stores right now. As they worked through the process of creating their next Marvel statue, Bishop, they gave ***FAN*** *an inside look at what really goes on when it comes to making high quality statues.*



One of the first decisions any company makes before beginning work on any statue is which character they're going to release. There are, of course, obvious choices, as it's always good to go with your most visible, popular characters. On the other hand, it's sometimes a better idea to go with a popular character who hasn't been over-exposed in the market. A character like, for instance, the X-Men's Bishop.

According to Bonnie Berryman, President of Creative License, it's also about making sure the figure is high quality as well. One way to achieve this is not just in who's chosen as the character to be released, but in who's chosen to actually sculpt the statue itself. "We're using Ali Coleman, who designed the Elektra sculpture," says Berryman. "He brings a terrific sense of action and drama to the figure and I think he has really captured the essence of Bishop in this piece."

Coleman begins with the basic body and pose of the figure. The sculptor has to consider how he'd like the figure to be posed as well as whether or not a particular pose will be balanced enough for the statue to stand squarely on its own. For Bishop, the pose was a striking action shot of Bishop with both guns drawn. Accessories like guns are usually sculpted separately from the main body of the piece and added once the pose has been established (see photo #1 and #2). These accessories often redetermine for the sculptor different aspects of the pose.

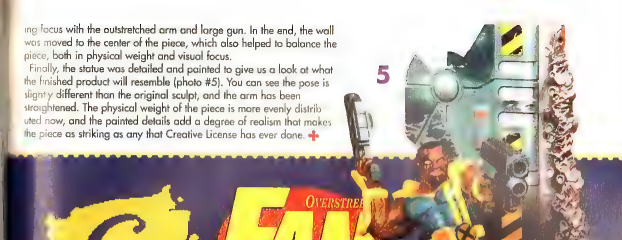
In the case of Bishop, once the guns were added, sculptor Coleman decided the left arm of the figure needed to be straight and slightly raised, rather than bent at the elbow, as he had originally planned the figure. This was done to accommodate the oversized gun Coleman planned to put in Bishop's left hand. This, in turn, made it necessary for the whole body to be angled slightly downward, moving the weight of the piece back onto the right side of the figure. (see photo #3)

Once the accessories and pose has been determined, the next step is to settle on a base for the statue to stand on. In Bishop's case, Coleman saw a danger-room background as the perfect setting for this figure. From there, it became a question of where to put the back wall for maximum effect. Coleman started with the wall on the figure's left side (photo #4), but that was the same side to which Coleman was already bring

ing focus with the outstretched arm and large gun. In the end, the wall was moved to the center of the piece, which also helped to balance the piece, both in physical weight and visual focus.

Finally, the statue was detailed and painted to give us a look at what the finished product will resemble (photo #5). You can see the pose is slightly different than the original sculpt, and the arm has been straightened. The physical weight of the piece is more evenly distributed now, and the painted details add a degree of realism that makes the piece as striking as any that Creative License has ever done. ✚

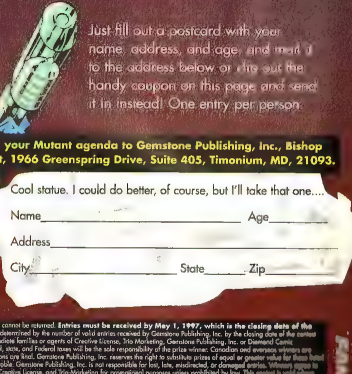
5



BRING BISHOP TO YOU!

If you're the winner of our exclusive Bishop Statue Contest, you'll win a final artist's proof of the statue, as pictured in our feature!

ONE GRAND PRIZE WINNER: That's right, one reader brings home Bishop! We've got one artist's proof of the Bishop statue, and one lucky FAN reader's going to get it.



Just fill out a postcard with your name, address, and age, and mail it to the address below or fill out the handy coupon on this page and send it in instead! One entry per person.

Just mail in your Mutant agenda to Gemstone Publishing, Inc., Bishop Statue Contest, 1966 Greenspring Drive, Suite 405, Timonium, MD, 21093.

Cool statue. I could do better, of course, but I'll take that one....

Name_____ Age_____

Address_____

City:_____ State_____ Zip_____

This promotion is void where necessary. All entries become the property of Gemstone Publishing, Inc. and cannot be returned. **Entries must be received by May 1, 1997, which is the closing date of the contest.** The winner will be selected no later than May 15, 1997. Odds of winning will be determined by the number of valid entries received by Gemstone Publishing, Inc. by the closing date of the contest. This contest is open to **everyone except** employees and their immediate families or agents of Creative License, Trio Marketing, Gemstone Publishing, Inc. or Diamond Comic Distributors. Estimated retail value of prizes is as follows: Grand prize: $300. All local, state, and Federal taxes will be the sole responsibility of the prize winner. Canadian and overseas winners are responsible for any duties imposed during shipping. All prizes will be awarded, all decisions are final. Gemstone Publishing, Inc. reserves the right to substitute prizes of equal or greater value for those listed herein. All prizes will be awarded in the name of the contest winner only and are not transferable. Gemstone Publishing, Inc. is not responsible for lost, late, misdirected, or damaged entries. Winners agree to allow the use of their name, photograph, and/or likeness to be used by Gemstone Publishing, Inc., Creative License, and Trio Marketing for promotional purposes unless prohibited by law. This contest is void where prohibited, regulated, or restricted by law. For the names of winners of all prizes offered, send a self-addressed, stamped envelope with your request to Gemstone Publishing, Inc., at the address above.

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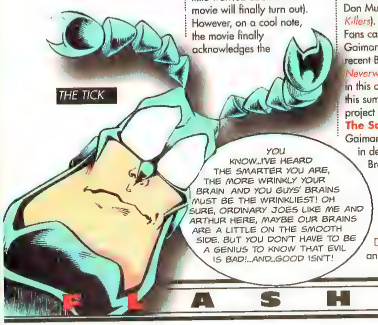
HOLLYWOOD

BY BENN RAY

BATMAN & ROBIN & SUPERMAN TOO?

For those of you who have internet access, check out Warner Bros.' website at http://www.warnerbros.com/ to get an advance look at the next installment of the Batman movies, *Batman & Robin*. There's a trailer there available for your viewing pleasure. However, from what's shown, it doesn't look too promising. Based solely on the clip, it looks like director Joel (*Batman Forever*) Schumacher has finally succeeded in reducing the series to a large scale version of the '60s TV show, while Alicia Silverstone looks a little "thick" as Batgirl (then again, maybe I'm just a little worried about how the movie will finally turn out). However, on a cool note, the movie finally acknowledges the existence of Superman in the DC film universe.


THE TICK
YOU KNOW...I'VE HEARD THE SMARTER YOU ARE, THE MORE WRINKLY YOUR BRAIN AND YOU GUYS' BRAINS MUST BE THE WRINKLIEST! OH SURE, ORDINARY JOES LIKE ME AND ARTHUR HERE, MAYBE OUR BRAINS ARE A LITTLE ON THE SMOOTH SIDE, BUT YOU DON'T HAVE TO BE A GENIUS TO KNOW THAT EVIL IS BAD!...AND...GOOD ISN'T!

BIG SCREEN DEATH

DC/Vertigo's **Death: The High Cost of Living** is being made into a movie by Warner Bros. Series creator Neil Gaiman is adapting the screenplay and might also direct the project, to be produced by Jane Hamsher and Don Murphy (*Natural Born Killers*).

Fans can also look for Gaiman's novel based on his recent BBC TV drama *Neverwhere* to be published in this country by Avon Books this summer. What's more, a project based on DC/Vertigo's **The Sandman** (also a Gaiman creation) is currently in development at Warner Bros.

GETTIN' BACK TO OLYMPUS

Disney's 35th full-length animated feature film, *Hercules*, is set to open June 27. It's the basic story—the son of Zeus discovers his true origins and sets out to prove his valor in order to return to Mt. Olympus. Voicing the characters will be Danny DeVito, Tate Donovan, Susan Egan, Matt Frewer, Bobcat Goldthwait, Paul Shaffer, Rip Torn, Lillian White, James Woods, and Charlton Heston.

THE GAY BLADE?

Martin Campbell will direct Antonio Banderas, Anthony Hopkins, and Catherine Zeta Jones in the TriStar Pictures/Amblin Entertainment production of Zorro, called *The Mask of Zorro*.

It's twenty years after Don Diego de la Vega (Hopkins) began fighting oppression in Mexico, and, quite frankly, he's gotten a little tired. Fortunately, a replacement turns up in the form of a drifter with a troubled past named Alejandro Murietta (Banderas). After being transformed into the romantic hero Zorro,

FLASH FOR

ADDICTED TO LOVE

Breed: Obsessive Romantic Comedy
Studio: Warner Bros.
Release: April 18
Director: Griffin Dunne
Screenplay: Robert Gordon
The Players: Matthew Broderick, Griffin Dunne, Meg Ryan, Kelly Preston, Tcheky Karyo
Insider Info: Director/Star Dunne also produced *Quiz Show*.
The Lowdown: Two jilted lovers join forces to spy on their exes who just moved in together. She wants revenge, and he just wants his girlfriend back.
The Tip: Is this what they mean by a "high concept" picture?

ANACONDA

Breed: Giant Snake Adventure
Studio: Sony/Columbia
Release: April
Director: Luis Llosa
Screenplay: John Mandel, Neal Jimenez
The Players: Jon Voight, Jennifer Lopez, Ice Cube, Kari Wuhrer, Eric Stoltz
Insider Info: While filming, the crew and cast did actually encounter an anaconda, which proceeded to slither away. That's an anecdote for the late nite talk show circuit.
The Lowdown: A documentary film crew in the Amazon encounters a colony of 40 foot snakes instead of the elusive "People of the Mist" they were hopin to film.
The Tip: "My anaconda don't want none unless you got buns hon..." sa the wise Sir Mix-A-Lot.

DOUBLE TEAM

Breed: Action Freak Show
Studio: Sony/Columbia
Release: April
Director: Tsui Hark
Screenplay: Paul Mones
The Players: Jean-Claude Van Damme, Dennis Rodman, Mickey Rourke
Insider Info: This is the Hollywood debut of Hark, H Kong's most successful filmm er ever.
The Lowdown: After a f mer CIA agent (Van Damm botches an assassination attempt on an international

BABBLE-ON

Montetta ventures forth with only a mask, a whip, a sword, and the black stallion Tornado (evidently men tire easier than horses) to right twenty years of wrong, stop the villain Montero's plot to buy California, and bring justice to those enslaved by the Montero's greed (basically do everything the original Zorro couldn't do).

BEHIND THE EIGHTBALL

[illegible] Zwigoff (the director of the fantastic documentary [illegible]) has announced his next project: a live-action adaptation of "Ghost World" from Dan Clowes' comic series **Eightball**, published by [illegible] Graphics Books. The project, optioned by Jersey Pictures (*Pulp Fiction, Get Shorty*), will begin principal photography this year. The "Ghost World" storyline began in **Eighball** #11 and will wrap up in #18. It involves the sarcastic adventures of two young girls, Becky and Enid. Casting has not been announced.

BLACK SUITS, WHITE HEARTS

Here's the story on the sci-fi/adventure/comedy *Men In Black* (scheduled to be released July 2):
The Men In Black are K (Tommy Lee Jones) and J (Will Smith), two operatives working for a well-funded yet very unofficial government agency. While looking into a series of unregistered close encounters, the two uncover a deadly intergalactic terrorist plot to assassinate two ambassadors from opposing galaxies who currently live in New York. Not only must K and J stop the two worlds from colliding, but they must save the Earth in the process.
The Men In Black—protecting the Earth from the scum of the universe.

A NEW YORK EMBRACE

Carmen Electra, MTV's *Singled Out* co-host and London Night Studios' resident vampire vixen, presented Planet Hollywood-New York with an autographed **Embrace #1 Ministry Edition** on January 27.
Miss Electra announced, "I'm actually starting to feel like the character. I didn't start feeling anything until I had the fangs and the blood, because you know a vampire needs these things. That is when I feel animalistic, like I was hunting someone to take a bite out of [laughing wickedly]. I loved the fangs though."
In response to becoming the new "Darling of the Media," Carmen said, "It's all very exciting."

TARZAN SWINGS AGAIN

Fresh from his starring role in Paul Vernaeven's *Starship Troopers*, Casper Van Dien has signed on as the apeman in Village Roadshow Pictures' upcoming *Tarzan & Jane*. The story involves Tarzan's return to Africa to save his homeland. Principal photography has already begun, with Carl Schenkel (*Mighty Quinn, Knight Moves*) directing.

DEATH

ZORRO

W A R D

rorist (Rourke), he's sent to an island for ex-spies as punishment. However, when the terrorist kidnaps his pregnant wife, he escapes with the help of a weapons specialist (Rodman) to deliver some payback.
The Tip: A secret colony island for ex-spies? Anyone remember the old British TV show called *The Prisoner*? Ok, now remove every aspect that made that cool, and you've got *Double Team*.

ROMY AND MICHELLE'S HIGH SCHOOL REUNION

Breed: High School Buddy Picture
Studio: Touchstone
Release: April
Director: David Mirkin
Screenplay: Robin Schiff
The Players: Mira Sorvino, Lisa Kudrow, Jeanne Garofalo, Elaine Hendrix, Hector Elizondo
Insider Info: Kudrow played Michelle in Schiff's play *The Ladies Room*, where Romy and Michelle were secondary characters.
The Lowdown: Romy (Sorvino) and Michelle (Kudrow) have been friends since high school. Now it's 10 years later, and they've had a good time hanging out and partying. However, when invitations to their high school reunion arrive, they realize that despite their fun, theirs lives aren't going to wow anyone. So they create a false image of wealth and success to impress their friends, and all goes well until their nemesis, the bitter and cynical Heather (Garofalo) arrives.
The Tip: Kudrow playing a ditzy slacker, hhmmm...that's a stretch from her role on *Friends*.

TURBO: A POWER RANGERS ADVENTURE

Breed: Schlocky Kids' Sci-Fi
Studio: 20th Century Fox
Release: April
Director: David Winning
Screenplay: Shuki Levy, Shell Danielson
The Players: Jason David Frank, Steve Cardenas, Catherland Sutherland, Johnny Yong Bosch, Nakia Burrise
Insider Info: Zords, the turbo-powered cars the Rangers drive in the movie, were equipped with a boat to enable them to travel on water.
The Lowdown: The Rangers end up battling space pirates in an effort to save an alien and prevent global destruction. The space alien pirate Queen Divatox is their toughest foe yet, but they've got these spruced up "turbo" powers to help 'em out.
The Tip: The Ultimate of the '90s just keeps turning 'em out.

The Oscar Lowdown

The following is the list of the 69th Annual Academy Award nominees in the major categories. As Benn Roy's Opinionated Guide to the Oscars, I have highlighted in red who the winners should be and highlighted in blue who the winners will probably be. This is for entertainment's sake only, so please, no wagering.

BEST ACTOR

Tom Cruise in *Jerry Maguire* (TriStar)
Ralph Fiennes in *The English Patient* (Miramax)
Woody Harrleson in *The People vs. Larry Flynt* (Columbia)
Geoffrey Rush in *Shine* (Fine Line Features)
Billy Bob Thornton in *Sling Blade* (Miramax)

BEST ACTRESS

Brenda Blethyn in *Secrets & Lies* (October Films)
Diane Keaton in *Marvin's Room* (Miramax)
Frances McDormand in *Fargo* (Gramercy)
Kristin Scott Thomas in *The English Patient* (Miramax)
Emily Watson in *Breaking the Waves* (October Films)

BEST SUPPORTING ACTOR

Cuba Gooding, Jr. in *Jerry Maguire* (TriStar)
William H. Macy in *Fargo* (Gramercy)
Armin Mueller-Stahl in *Shine* (Fine Line Features)
Edward Norton in *Primal Fear* (Paramount)
James Woods in *Ghosts of Mississippi* (Columbia)

BEST SUPPORTING ACTRESS

Joan Allen in *The Crucible* (20th Century Films)
Lauren Bacall in *The Mirror Has Two Faces* (TriStar)
Juliette Binache in *The English Patient* (Miramax)
Barbara Hershey in *The Portrait of a Lady* (Gramercy)
Marianne Jean-Baptiste in *Secrets & Lies* (October Films)

BEST DIRECTOR

Anthony Minghella for *The English Patient* (Miramax)
Joel Cohen for *Fargo* (Gramercy)
Milos Forman for *The People vs. Larry Flynt* (Columbia)
Mike Leigh for *Secrets & Lies* (October Films)
Scott Hicks for *Shine* (Fine Line Features)

BEST PICTURE OF THE YEAR

The English Patient (Miramax)
Fargo (Gramercy)
Jerry Maguire (TriStar)
Secrets & Lies (October Films)
Shine (Fine Line Features)

PICTURES

STAR WARS

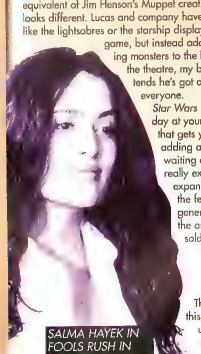
20th Century Fox, PG

The year is 1977. I'm a kid sitting in a packed movie house waiting for the movie to start. My cousin is moaning because he wanted to see *Stripes*, which my father promised to take us to the following weekend. My father gets there late, and he has to stand in the aisle because there are no seats. *Duck Dodgers in the 24th and 1/2 Century* plays on the screen. Then those immortal words—"A long time ago, in a galaxy far, far away..." (a paraphrasing of "Once upon a time, in a far away land...")—roll on the screen. By the end of the movie, my cousin is insane, pretending he's got a laser gun and zapping everybody in sight. The following weekend, my father makes good on his promise to take us to see *Stripes*. Even as an 8 year-old, I was much more impressed with Bill Murray, though my cousin was not.

Looking back, I don't remember the lines, the insane lines that twist around the movie theatre and are populated by freaks dressed as Jawas and Sandpeople. I'm sure they were there, but man, not like this. *Duck Dodgers* plays, and those immortal words still roll, but I get new footage as well, with all kinds of computer-generated special effects (the '90s equivalent of Jim Henson's Muppet creations). It's the same story, but it looks different. Lucas and company have decided not to fix obvious things like the lightsabres or the starship displays that look like an old Atari game, but instead add all kinds of *Jurassic Park*-looking monsters to the background. On the way out of the theatre, my best friend Jay goes insane, pretends he's got a laser gun, and proceeds to zap everyone.

Star Wars is not a movie, it's an event. It's a day at your local amusement park, the place that gets you to come back each year by adding a new ride. Unfortunately, I'm still waiting on the re-release of *Stripes* to get really excited, the one where they add expanded footage of John Candy and the female wrestlers and use computer generated special effects to spruce up the assault vehicle the motley crew of soldiers is guarding.

—Benn Ro


SALMA HAYEK IN *FOOLS RUSH IN*

SLING BLADE

Miramax, R

The Oscar nominations came out this week. "Big deal..." That's the usual reaction I have. The same old Hollywood backstroking that goes on so that the movie "designers" can feel like they're

VIDEO VOYEUR

I WANT MY MTV

MTV: Home Video, Not Rated

Yeee, not only can old guys like me remember all the way back to the early days of MTV, we can remember back to a simpler time, a time remembered fondly as the pre-MTV Era. But in those early days of Music Television, youthful lungs would bounce to my parents almost nightly, "I want my MTV." Why? Because my favorite recording artists of the time told me to, and since we didn't yet have cable (did I just hear you gasp in horror?), I had to pressure them. This video tape collects all those early promos right up until today, from David Bowie, the Police, and Cyndi Lauper up through the more recent Denis Leary, Toby Keith (the Sinatra impersonator), Kandice of the Redwoods, Joe's Apartment, and Jimmy the Cab Driver. Now you can argue the crass commercialism of releasing a collection of nothing but promo segments all you want, but there are some amazing short films and some other "interesting" works on this tape. Plus, it is a neat transition as a historic document of the rise of one of society's most powerful and influential forces...MTV (whether you like it or not).

THAT MOVE

artists. On the list of best actors and best adaptation of a screenplay comes mention of a movie that has no design at all, *Sling Blade*. It's Billy Bob Thornton's written, directed, and starred film of a man who, as a young idiot savant, killed his mother and her lover (with a grass cutting sling blade) and is now (years later) released and returns to the town. Here in the town, Karl (Thornton) relates to a young boy and his widowed mother, who are being terrorized by her alcoholic, sociopath boyfriend (Dwight Yoakum) who hates her co-worker homosexual best friend (John Ritter...who excels in this role...he finally gets to play the gay man Jack Tripper was trying to be). Thornton plays the role like he was "Forrest Gein;" his "idiot" interjections on the surrounding situations range from hilarious to touching. The filmmaking technique is slow and calculated...quite like Karl's pace, never letting up and slowly building to the almost predictable ending.

Art this is; designed it's not. It's the movie backburner of the year. One part *To Kill A Mocking Bird*, two parts *Forrest Gump*, one part *Psycho*, and one part *Andy Griffith*, *Sling Blade's* the real deal.

—S. Leonard Hadeen

BENN'S SHOT IN THE DARK

A lot of critics review movies they've seen, but how many critics have the balls to review a movie they haven't seen? Well, there's one that I know of, and that's me. Every month in **FAN***, I'll take a shot in the dark at a movie I haven't seen. Relax, I'm a professional.*

ABSOLUTE POWER

Columbia, R

Clint Eastwood as actor and director delivers a thriller too blunted to be edgy. As a burglar who witnesses something he shouldn't, Eastwood comfortably plays the unfortunate thief who happens to witness a murder committed by the president (Gene Hackman) and ends up being the prime suspect. And even though his performance is enjoyable, since this is your basic Hollywood treatment, any interesting angles in conspiracy have been sanitized for your viewing enjoyment, and just to be certain, anything that would be a plot twist becomes a convoluted contrivance. Sure, most people will like it, but then most people liked *In the Line of Fire*, so that doesn't mean anything. Of course Gene Hackman, well, he's good in anything.

FOOLS RUSH IN

Columbia Pictures, PG-13

Released in time for Valentine's Day, this new romantic comedy combines America's favorite heart-throbs, Matthew Perry (**Friends**) and Salma Hayek (**Desperado**) in a wild adventure. Perry goes to Las Vegas to maintain the construction of a casino. Hayek picks him up waiting to use the bathroom at a Mexican cafe. One thing leads to another, and they have a one night stand. Three months later, Hayek shows up at his door and states she's pregnant. This is, of course, where the craziness starts. Perry's performance is basically Chandler (**Friends**) except on the big screen. It's not all fun and games, though, as there are racial issues involved between their parents. Overall, this movie reminds you just how crazy love is.

—Cathy Disbrow

THE EMPIRE STRIKES BACK

FAN FILM FIFTEEN

	WEEK IN RELEASE	*THIS TOTAL	TOTAL TO DATE
1. *THE EMPIRE STRIKES BACK (FOX))	1	$21,975,933	$21,975,933
2. STAR WARS (FOX)	4	$3,036,745	$35,952,747
3. ABSOLUTE POWER (SONY/COL)	2	$9,014,333	$28,700,130
4. DANTE'S PEAK (UNIV)	2	$7,137,165	$45,453,535
5. VEGAS VACATION (WB)	2	$6,549,243	$21,279,992
6. FOOLS RUSH IN (SONY/COL)	2	$6,361,628	$15,557,808
7. THAT DARN CAT (BV/DIS)	2	$3,625,278	$11,178,789
8. *ROSEWOOD (WB)	3	$3,154,078	$3,154,078
9. JERRY MAGUIRE (SONY/TS)	11	$3,080,444	$131,653,945
10. THE ENGLISH PATIENT (MIRAMAX)	15	$2,823,228	$81,532,324
11. SHINE (FOX)	16	$2,[illegible]	$[illegible],573
12. SCREAM (MIRAMAX)	16	$2,[illegible]	$[illegible],926
13. EVITA (BV/HOLL)	9	$1,228,886	$66,266,763
14. THE BEAUTICIAN AND THE BEAST (PARA)	3	$1,104,097	$8,986,887
15. MICHAEL (NEW LINE)	8	$[illegible]	$[illegible]

*opener **Friday-Saturday-Sunday total

ANIMATED SHORTS

by Steve Fritz

GEN13 VHS

WildStorm Productions is doing all it can to trumpet its upcoming direct-to-video (or OAV) release of *Gen13*.

After all, who can blame them? In its two years of existence, **Gen13** has proven itself to be one of the hottest selling comic books in the U.S. The director, Kevin Altieri, is no slouch either. Most of you know him for his work on *Batman: The Animated Series*, but he was also one of the key directors of Disney's *The Lion King*.

The company who's distributing the video is Buena Vista Home Video, aka the OAV division of Disney. This company not only has had tremendous success with rehashing the Disney classics like *Fantasia*, *Snow White* and *Toy Story*; it's put out its share of OAV such as the *Aladdin* sequels.

Yep, WildStorm has a lot to work with: solid property, an ace director and a marketing monster to die for.

THE DISASTER AREA

It's all due to the disaster area called *WildC.A.T.S* (the animated series that first aired on CBS and then ran as reruns on the USA Network).

"We made a lot of contacts," WildStorm media maven Jim Lee now admits. "Also, we learned a lot about how shows are put together. We met Kevin Altieri because we originally wanted him to direct the *WildC.A.T.S* show. He couldn't do that, but we found out that we had very similar interests. He wanted a lot of creative freedom, and that's what Image is all about. So, after *WildC.A.T.S*, we met again, helped him set up shop, and now we are working together on *Gen13*."

"Jim called me up to try to coax me into a *WildC.A.T.S* deal with CBS," Altieri recalls. "I wasn't too interested. I was on my last season of *Batman* and I couldn't work it out. The property was already attached with Nelvana, and I didn't want to deal with that. Also, the schedule of production that Jim and CBS were working on was just too rushed for me to step in and do what I would like to do. I used to do it when I worked at DIC, and I swore when I left I'd never do that again. In those days I used to crank out a show a week, and Nelvana was working on a similar timetable."

"Jim showed me the projects he had upcoming. As soon as I saw **Deathblow**, I felt that could be an awesome thing. Jim, on the other hand, was getting a lot of positive feedback on his promotions of **Gen13**. Mind you, at that time, **Gen13** hadn't even made a single appearance in comics. So, while **Deathblow** was actually my first pick because it was a very straight-ahead, simple concept, it was obvious just from the sketches Jim was showing me that **Gen 13** was going to be really popular. It was like the X-Men when they were kids. They didn't have all the soap opera and self-righteous elements which is what I don't like about the X-Men today. If there's anything I can't stand, it's superheroes giving pontificating speeches. With Gen13, Fairchild is pretty intellectual, but the rest are just kids."

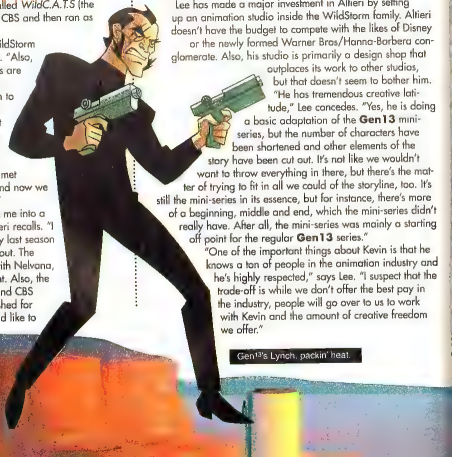
CREATIVE LATITUDE

Still, Altieri, like his former *B:TAS* co-horts Alan Burnett, Paul Dini and Bruce Timm, is what you call a "hot" director these days. For Lee to get Altieri to sign on the dotted line wasn't going to be an easy thing. As it turned out, it wasn't money that got the director. It was something that the whole Image family likes to trumpet about itself: creative freedom.

Lee has made a major investment in Altieri by setting up an animation studio inside the WildStorm family. Altieri doesn't have the budget to compete with the likes of Disney or the newly formed Warner Bros./Hanna-Barbera conglomerate. Also, his studio is primarily a design shop that outplaces its work to other studios, but that doesn't seem to bother him.

"He has tremendous creative latitude," Lee concedes. "Yes, he is doing a basic adaptation of the **Gen13** mini-series, but the number of characters have been shortened and other elements of the story have been cut out. It's not like we wouldn't want to throw everything in there, but there's the matter of trying to fit in all we could of the storyline, too. It's still the mini-series in its essence, but for instance, there's more of a beginning, middle and end, which the mini-series didn't really have. After all, the mini-series was mainly a starting off point for the regular **Gen13** series."

"One of the important things about Kevin is that he knows a ton of people in the animation industry and he's highly respected," says Lee. "I suspect that the trade-off is while we don't offer the best pay in the industry, people will go over to us to work with Kevin and the amount of creative freedom we offer."



Gen13's Lynch, packin' heat.

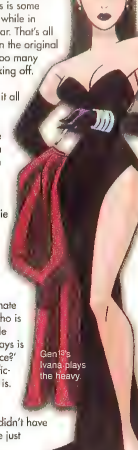
THE VOICES OF OVERPOPULATION

"There were just too many characters to work with for the first film," notes Altieri. "When you do movies, you don't spend time with the characters sitting there talking in their heads. In cinema, if a character does not talk about their back story or some other character doesn't do something to unearth that information, you just don't know about it. Basically, the way cinema works is some action occurs to describe them, while in comics you can refer to a sidebar. That's all well and good for comics, but in the original **Gen13** mini-series there was too many characters walking on and walking off. If I stuck exactly to the comic, I wouldn't have been able to get it all off in under two hours."

All six key characters in **Gen 13** are there for you to see, the thing is, you may not hear them all talk. The voice cast has been announced and includes Alicia Witt (Fairchild), E.G. Daly (Freefall), Flea of Red Hot Chili Peppers (Grunge), John DeLancie (Lynch), Lauren Lane (Ivana Baiul) Mark Hamill (Threshold) and Cloris Leachman (Helga). You will see Rainmaker and Burnout in action, just don't expect them to say anything.

"John DeLancie is the consummate pro," Altieri says of the actor who is best known as *Star Trek's* Q. "He walks in and the first thing he says is 'Where does this story take place?' like he's used to doing science fiction stories, which obviously he is. When I told him it was on an alternate Earth, he just went 'aahh...' and got it like that. I didn't have to explain that much to him, he just understood."

"He didn't slip into Q at all. Q has a real high pitched voice, but Lynch doesn't. With Lynch, he slips into more of a gravelly voice like Clint Eastwood. What people don't realize is the Q personality is not him. That's just acting. Lynch isn't him either. Like everybody in the film, DeLancie is just a great actor. Mark Hamill's another one; what he plays is not what he is."



Gen13's Ivana plays the heavy.

A DARKER STORY

As the movie is still in production, Altieri is hesitant to comment much on the action just yet. Still, this is the man who's animation palette can go from *Lion King* bright to Dark Knight deep, and from the sounds of things, *Gen13* will go more towards the dark side.

"I'm going for more realistic tones," Altieri says. "Almost all the main action in the last major segment happens at night. So, it's about as grim as the comic can get. After all, there are a lot of fights and people die. On the other hand, there are the lighter moments, especially with Grunge. You can't help it with Flea voicing Grunge."

As for going OAV, Altieri says that actually helps the story. "I'm a big Japanese video fan, and I've been spending a lot of time trying to convince people that we could do animation for a more adult audience. They do it in Japan very successfully. Ever since I got into animation, I felt we could do that, so when I was finished with *Batman*, I got back to Jim and said 'Hey, we can do that.' It ain't no $20 million budget we're talking about here. We can do a darn good job without having to be Disney or Warner Bros. We can do basically what we want and not have to worry about censors, just basically our own good taste."

Both Lee and Altieri are targeting the *Gen13* release for sometime between September and the holidays In the meantime, Altieri is also getting *Deathblow* ready to rock.

ANIMATED PINHEAD

Fantagraphics Books and Sunbow Entertainment have closed a deal to make Bill Griffith's classic underground comic series **Zippy The Pinhead** into an animated series. The series is currently in development between Griffith and freelance Sunbow creative director/producer Nina Hahn. This is the third independent comic series Sunbow has in either production or development, the others being *The Tick* and Scott Musgrave's *Fat Dog Mendoza*.

Fantagraphics describes Zippy as a postmodern, media-soaked Everyman (in spite of his particular fashion sense and his notable noggin) with the craziness of the 20th Century. He's best known for his catch phrase "Are we having fun yet?"

"Satire and character are my main stock in trade," says Griffith about his signature character. "I guess I like to make people look at interesting artwork, then laugh and fall down."

AS A CIVIC LIBERTARIAN, I SUPPORT CAMEL'S RIGHT TO USE ICONIC IMAGERY..
DON'T CAMELS SMELL FUNNY?
-BUT, AS A CARD-CARRYING WHISTLE-BLOWER, I'M OUTRAGED!
T-D

"Zippy The Pinhead spans both mainstream and underground cultures and appeals to a wide age range," says Sunbow president CJ Kettler, "which gives the project massive potential, both as a cartoon series and in worldwide merchandising and licensing."

"Sunbow plans to develop an animated series for the 12-34 year-old market with a merchandising program," Kettler adds. "In line with Sunbow's successful policy of nurturing creator-driven projects, we are looking forward to working closely with Bill Griffith, whose talent, vision and off-beat sense of humor have brought him a loyal following of dedicated fans from all walks of life."

As of press time, there was no information available as to when the series will air or what network will be carrying it Still, I'd lay money that *Zippy* will be on the air by 1998

GROUND CONTROL

Welcome to Ground Control, the column *FAN* dedicates to all the science fiction happenings in the universe. From Cybermen to Rancors to Golems, we're the place to look. This month, we give you a peek at what's really going on with ***Babylon 5*** as well as an overview of all that ***Star Wars*** stuff out there. Plus ***Xena!*** And a whole lot more! So without further delay, let's open the pod bay doors, Hal....

BABYLON 5 IS A BLAST WITH TNT

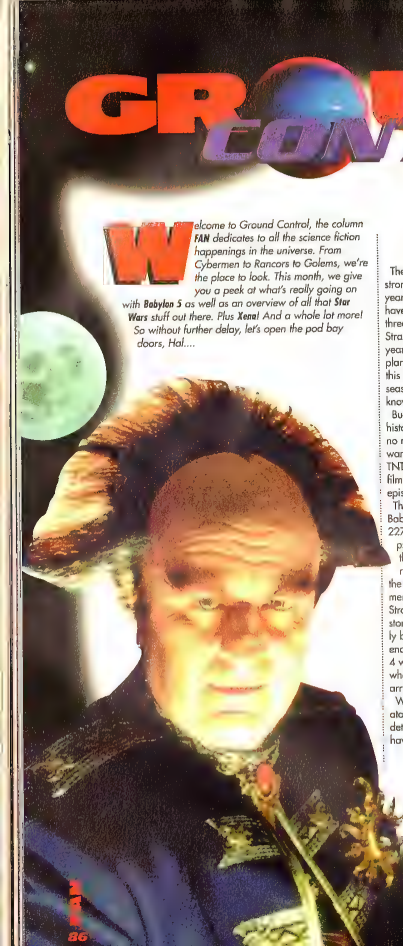
The series that just wouldn't go away continues to have a strong fan following as creator J. Michael Straczynski's five-year storyline reaches its dramatic conclusion. But does he have time to wrap up all the carefully woven plot threads of three and a half seasons? Reports have been that Straczynski may be forced to compress the remaining two years of his epic into the current fourth season, ending his planned arc one year early. Now there are rumblings that this may not be the case, and the series may well see its fifth season after all. In fact, the fate of Season 5 may even be known by the time this article sees print.

But take heart, *B5* fans—the man who masterminded the history of the Babylon Project has a contingency plan, and no matter what happens, you will see everything Straczynski wants you to see. Word is that a deal has been made with TNT to produce and broadcast not one, but two *Babylon 5* films, each boasting a larger budget than two regular episodes of the series.

The first film, *Lost of the Fallen*, would be a prequel to the Babylon Project, narrated by Emperor Londo in the year 2275, and set during the Earth/Minbari war. The second production, titled *Guardians*, would serve as the lead-in to the proposed spin-off series, *Babylon Project: Crusade*, rumored to focus more on the Rangers and their quest in the *B5* universe. Both films are set to begin filming this summer, and with four hours of additional *B5* now scheduled, Straczynski has stated that, if necessary, all the subplots and storylines from the fifth year of *B5* could be distributed evenly between the currant season and the two films. This would enable him to wrap up the main plotline by the end of year 4 without sacrificing any material. And to *B5*'s fans, that's what's most important, no matter what format it eventually arrives in.

Whatever strategy Straczynski ultimately employs, the creator of what has become a syndicated sci-fi mainstay seems determined to finish his story his way. And his fans wouldn't have it any other way.

—Arnold T. Blumberg



Peter Jurasik as Londo in *Babylon 5*

A LICENSING FORCE

Star Wars is omnipresent these days, and not just in movie theaters around the country. Go into a grocery store, and you'll see *Star Wars* on everything :Pepsi, potato chips, and even on toothbrushes. Go into your local fast food restaurant, and chances are that *Star Wars* will be waiting for you there too. Taco Bell, for instance, has seven exclusive toys that are extremely well-made for fast food premium toys. Gulp down a burrito while playing with the **Millennium Falcon Gyro**, **R2-D2 Playset**, **Magic Cube**, **Floating Cloud City**, **Puzzle Cube, Balancing Baba Fett**, or **Exploding Death Star**. Or, if you've got a craving for Ewoks, stopping by Pizza Hut will garner you a *Star Wars* poster with specific purchases. And if you're still hungry and want to take something home to munch on, stop by the local grocery store to pick up a bag of Lay's chips, where you'll find an offer for a mail-away **Spirit of Obi-Wan** figure. Or if chips aren't your style, how about Doritos? Pick up a bag and inside you'll find a *Star Wars* 3-D motion disk, which is a little like a pog with lenticular action (Ground Control word of the month: lenticular. Look it up for play-at-home fun!). Personally, I'm still waiting for the *Star Wars* bedsheets and underwear so I can relive my childhood.

—Christopher Woodward

The insert for Taco Bell's *Star Wars* toys lists each toy with an illustration.

RIGHT: Lucy Lawless as *Xena*

XENA CONQUERS THE COMPETITION

As one of the most powerful syndicated series in production, *Xena: Warrior Princess* regularly defeats all competition on the dial (am I showing my age with that "dial" reference?), in conjunction with its progenitor, *Hercules: The Legendary Journeys*. Well into its second season, and emerging from a rocky period following the now-famous accident on *The Tonight Show* that rendered star Lucy Lawless incapable of shooting for several weeks, *Xena* has been steadily presenting some engrossing epic adventure stories and building an impressive internal continuity.

Tighter script-writing and a higher caliber of camp acting have brought fans some exciting events, like the recent three-parter in which Xena and sidekick Gabrielle's arch-enemy, the evil Callisto, returned from the dead and wound up teaming with our heroines to defeat an even more deadly opponent, the Amazon-turned-goddess Velasca. Callisto herself achieved godhood before the end, and after a recent crossover stint on *Hercules*, she looks set to plague both stars for many episodes to come. Xena and Gabrielle will also visit with Hercules, perhaps more than once, and lines between the two shows may continue to blur as production on a *Hercules/Xena* animated cartoon and live-action film proceed.

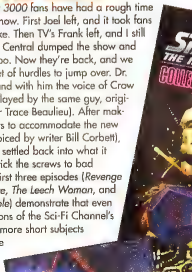
With hilarious recurring guest turns by Ted Raimi (producer Sam's brother) and Bruce Campbell (producer Sam's friend), and with stunning but not unexpected plot twists like the recent "kiss" (fans know what I mean), *Xena* is simply one of the purest hours of fun on TV. Battle on Xena!

—ATB

MOVIE SIGN!

Mystery Science Theater 3000 fans have had a rough time during the course of the show. First Joel left, and it took fans a while to get used to Mike. Then TV's Frank left, and I still miss him. Then Comedy Central dumped the show and *MST3K* was left in limbo. Now they're back, and we have a whole new set of hurdles to jump over. Dr. Forrester is gone, and with him the voice of Crow (they were both played by the same guy, original cast member Trace Beaulieu). After making adjustments to accommodate the new Crow (now voiced by writer Bill Corbett), the show has settled back into what it does best—stick the screws to bad movies. The first three episodes (*Revenge of the Creature*, *The Leach Woman*, and *The Male People*) demonstrate that even with the restrictions of the Sci-Fi Channel's movie library (no more short subjects about hygiene or the Rodeo), this is one of the best comedies to ever grace the small screen. The writing is flawless, with references and jokes sailing out of the screen and right over your head...some of the time. The weakest part of the whole thing is the in-between skits. The premise of the new season is that the crew of the Satellite of Love are indeed back in orbit around the Earth, only now it's the Earth of the future, and, of course, apes rule the world ("a planet where apes evolved from men?"). The evil mother of Dr. Forrester, Pearl, now sends the gang crappy films while she plays the role of the "Lawgiver" to the apes on the Earth below. Once you get past all this and into the theater of fun aboard the ship, the show shines through true to form. With the first few episodes under their belt at their new home, *MST3K* is once again here to stay. Now, if Sci-Fi will only start running Turkey Day marathons again....

—J. Patrick Rybandt



Roll on with the Borg: The Dice of *MST3K*

DICE: THE NEXT GENERATION

First, they invaded the world of collectible card games, and now the Federation and their relentless nemesis, the Borg, have found themselves reduced to small, polyhedral dice, each sporting a variety of colorful symbols. Players can control either the Enterprise-E or a Borg sphere (as seen in *Star Trek: First Contact*) in a variety of battle scenarios. With an average play-time of 30-40 minutes, the game is well thought-out and relatively simple; after some preparation, practically anyone could be in a rolling frenzy in minutes, facing down the brave officers of the Federation flagship, or the mechanical minions of the Borg Queen. Dice games may not be as popular as their cardboard cousins, but their D&D-like charm, and the obvious popularity of the *Star Trek* universe, make this one a sure-fire hit. Supplemental dice that expand gamers' options will arrive throughout 1997, so get ready to engage the Borg in the privacy of your own home. Just remember, Resistance is...oh wait, I rolled a 3, never mind.

—ATB

FIRST CONTACT: THE CARDS

Yes, sci-fi game fans, those zany folks at Decipher are at it again with their newest *Star Trek* booster set, **First Contact**. Just like the movie, this set's got more Borg than you'll know what to do with. But that's okay, as you also get a number of new crew members to use to combat the nasty assimilators. And if you're just catching on to the **ST:TNG CCG** (how's that for an acronym?), Decipher's re-releasing the introductory series of cards, with an updated rulebook that solves many of the problems found in the game at first. Look for a special box called **First Anthology**, due in March, that will include starter decks, booster packs from each series up to that point, and six special preview cards taken from upcoming sets to be released this year. All of that comes packed in a display box that will house a whopping 800 of your **ST:TNG** game cards. And with all the booster sets Decipher's got planned, you'll need the room. Because of Decipher's recent agreement with Viacom, it looks like the booster sets will just keep on happening well into the next millennium. You can count on **FAN**, though, for all the latest on sci-fi games in '97, so you won't lose track.

—CW

COMIC BOOK MARKETPLACE

SEE WHAT YOU'VE BEEN MISSING!

#22

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#25

#26

#34

#37

#39

#40

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PSYCHOTIC reactions

"Kiss me into the past"

EARTHLING
DAVID BOWIE
Virgin Records

LITTLE WONDER
DAVID BOWIE
BMG/RCA

Just when did David Bowie make his deal with the Devil? You know, the one to always be either one step ahead of, or on exact release with, the next "big thing." In this case the "big thing" being shoved at us is electronic dance, but not the electronic music of NIN, more the music of Prodigy. Most everything written about this album has referenced the Bowie/NIN tour and cited this album as being a direct result of Bowie's fascination with the music of NIN. Bulls#@*! If anything, Bowie was playing the NIN game on the over-blown **Outside** with songs like "The Heart's Filthy Lesson" and "Hallo Spaceboy;" **Earthling** owes more to Prodigy than it does to NIN. **Earthling** is filled with the sounds of electronic dance mixed with rock n' roll experimentation. Bowie pulls most of it off, but the most overly-done aspect is the guitar work of Reeves Gabrels. Gabrels is talented, but the days of the "over-the-top," masturbatory guitar solo are mercifully at an end. Electronic dance relies on the beat more than anything else, not the vocals and not the guitar. By working all these elements together, Bowie has created a good, but dated, sound. The reworking of the title track on the import single fills what should have been the whole album. **Little Wonder** allows for remixes that stay true to form with the sound of electronica. **Earthling** holds some good songs ("Seven Years in Tibet," "Dead Man Walking"), but down the road, it will undoubtedly just be considered another "phase" in the musical life of David Bowie.

—J. Patrick Rybandt

EIGHT ARMS TO HOLD YOU
VERUCA SALT
Outpost/Minty Fresh

It would be a long stretch to picture a snazzy girl pop group crossed with arena rock metal band, right? Playing the new Veruca Salt disc (produced by Metallica producer Bob Rock) makes it as easy as cranking a Marshall stack to "11" to see this hybrid. VERUCATALLICA! This is a rocking disc. Sure, it's hard for a band to walk the halls of Rock and Roll High as the sophomore. Geeky Veruca Salt beefed up over the break and released a respectable follow up. All the best parts of their debut, **American Thighs,** are here. Pop quirks and riffs abound...this time the single "Seether" is living as "Volcano Girls." Nina Gordon and Louise Post have found the Salt sound, that's apparent. It would be rude to call them "headbanging Go-Go's" wouldn't it? So I won't

—S. Leonard Hedeen

BRIGHTEN THE CORNERS
PAVEMENT
Matador

Despite what some may think, a great album is not a record that has 3-5 songs that have videos on MTV and a heavy rotation on the local radio station. A great album has a consistency of songs, all of which function together to form a cohesive whole while still maintaining an independence. Sonic Youth's **Daydream Nation** is one of those albums, and so is Pavement's **Brighten the Corners**. Their disjunctive song breaks are firmly in place, with a sarcastic peppering of "British Invasion riffs" to rag on the current resurgence of Eurotrash bands. Every song has a distance in the tonal deconstruction of the pop format and typical accompanying Dadaist lyrics that simply sound great strung together and begin to make sense the more you listen. In the song "Embassy Row," they ask "Come on now/Give us a grade A for effort, a B for delivery, C for devotion." I'll do them one better—I'll give them A's straight across the board.

—Benn Ray

ANIMAL RIGHTS
MOBY
Elektra

You're banging away at the ceiling with your broom. "I wish that guy would cut that racket out up there!" It's your neighbor, Moby. He's had his Casio keyboard sampler and six-foot high guitar amp blasting away for the last two hours! This is crazy. He's toned all the over-production down, turned the politically correct driven anger up, and released a very DIY ("do it yerself") rave record. You're asking "Doesn't a rave record gotta be a bunch of nonsense bleeps and beats?" Apparently not. With the mainstream music world pretty much geared to the over-produced grunge guitar, Moby has taken the low road—path that pretty much puts his Moby-ness sampling guitars and even covering a Mission of Burma song. I'm not saying I really like this record. It can drag along with the best of the worst. However, I am supporting and recognizing that a musician can craft a record that he or she wants to do...despite the rules laid out by the money men. Moby has taken his stand, and despite my lack of PC behavior...I agree with him.

—S. Leonard Hedeen

50,000 B.C.
SHUDDER TO THINK
Epic

BR: You know what this makes me hank for? Billy Squire. Reminds me of Billy Squire.

SB: Yeah, definitely eighties. It's like Nelson. The music really sounds like Nelson. Or Enuff Znuff.

TW: But the main guitar line sounds too crunchy. It's like a Mathew Sweet riff. It derivative but not horrible.

BR You know why Billy Squire? Because they covered him when I saw them. No wait, that was a Journey song....[sings "Loving, Touching, Squeezing"]

TW: Yeah, the lead singer sounds a little like Steve Perry, I totally get that.

SB: I agree. But the music isn't seventies it's definitely eighties.

BR: Or nineties trying to be eighties.

SHUDDER to THINK

TW: Like the Goo Goo Dolls.
BR: Or Journey.
SB: Don't they have a new album out?
JPR: [Walking back in] Is this still Shudder to Think?
TW: Yeah, it's a slow song.
JPR: [Grimacing] This is awfull And they're like known. They're a band that people still listen to
BR: Yeah, well, I still listen to Journey
TW: Hence the new album
JPR: [Moaning] Ugggghhh. I gotta get out of here...go listen to some punk rock
SB: But what is punk rock?
—Scott Braden, Benn Ray, J. Patrick Rybandt, Toph Woodward

LOST HIGHWAY
VARIOUS
Nothing/Interscope Records

The soundtrack to the latest film by David Lynch has arrived, and with it the music from NIN...and Trent Reznor? I always thought NIN was Reznor; I know he tours with a full band, but the listings separate the two and so does the music. The NIN song, "A Perfect Drug," offers a new direction for the NIN sound, while the music of Trent Reznor on the soundtrack is incidental and works perfectly as such. He works within the film to score music that NIN would not be capable of (I know it sounds odd, since it's all created by the same man). You also get the creepy jazz of Angelo Badalamenti, a track from The Smashing Pumpkins, David Bowie, Marilyn Manson, and Lou Reed. The unevenness of *Lost Highway* differs greatly from previous, more cohesive Lynch soundtracks. Having not seen the film yet, I don't know if it works with what you'll see on the big screen. As an album, it offers something for everyone, and at twenty-three tracks and 70+ minutes of sound, is well worth the price of admission.
—J. Patrick Rybandt

from "Blue Hawaiian" off Pavement's new album Brighten the Corners

Folky, pretty, poppy and pleasant, with some Martians thrown in for good measure.
—BR

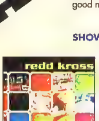
BLACK HEARTS AND BROKEN WILLS
CASH MONEY
Touch & Go
**

Touch & Go's Scott Giampino (on drums) and J. Humphrey (on guitar) take a minimalist approach to down and dirty, hyped-up rock n' roll.
—JPR

COUNTDOWN
THE JIMMIES
Schizophonic Records
*

Good, solid, bratty punk rock. What more do you need?
—JPR

MARTIAN SAINTS!
Mary Lou Lord
Kill Rock Stars



SHOW WORLD
REDD KROSS
Mercury
***1/2

Consistent and committed. RK's new CD is a good take on their 10 year old **Neurotica** (almost a perfect record, it blended the best parts of Kiss, Partridge Family, and Black Flag), and this time the pop/bubblegum is in full effect with a touch of *Night Ranger* for good luck. It's not **Neurotica II**, but they will sail the seas of Rock looking fearlessly for that white whale! Ahoy!
—SLH

DISCOTHEQUE
U2
Island Records
*****

The biggest band in the world is back and they're having a good time, you can hear it in the music. This maxi-single offers the excellent "Discotheque" with three remixes and the laid back Holy Joe. The album is gonna be huge!
—JPR

RAMBLER 65
Ben Vaughn
Rhino
***

This album, by the musical composer from NBC's *3rd Rock from the Sun*, was recorded entirely in his '65 Rambler American. It's eclectic American roots rock bound only by the limitations of a car.
—BR

SINGLES ONLY

"MATTY'S SONG" b/w " ARE YOU 18"
The Instigators
Reptilian Records
***1/2

A re-exploration of MacBeth through ska, with Elvis inflected nuances. Almost enough to get me to like ska.
—BR

"QUARRY" b/w "DAY TWO NO SLEEP"
Haberdasher
Reptilian Records
***

Well-crafted, slow, and plodding. Someone switched their nitrous balloon with a helium balloon on the flipside.
—BR

PLANTATIONS OF PALE PINK
Guided By Voices
Matador
***

Many underground American rock bands have this need to release everything they record. 6 songs on a 45, only GBV could pull it off, however, a good song is more than just a cool riff. For GBV lovers only.
—BR

SOUNDTRAX

Y'know, the people at **FAN** *aren't the only ones who listen to music. So, each month we ask a different comic creator what they're listening to as they put together your favorite comics. This month:*

PAUL POPE
creator of **THB**

- NICK CAVE—**The Boatman's Call** and his entire catalogue
- THE ROLLING STONES—**Let It Bleed**
- THE VERVE—**A Northern Soul —B-Sides & Outtakes**
- GURU—**Jazzmatazz**
- THEE HYPNOTICS—**Soul, Glitter & Sin**

CARD SHARK

BY MAX GOTTFRIED

'SLIDE' ONTO THE WORLD OF SCI-FI

Enter a parallel universe where your wildest dreams and nightmares are everyday occurrences and you already exist. Inkworks brings you the highly rated Fox sci-fi adventure *Sliders* in an exciting trading card series. 72 cards follow the adventures of Quinn, Wade, Rembrandt, and Professor Max Arturo as they leap into danger each week. Captured in this premium series are complete episode guides to seasons one and two (plus key moments from season three), character cards, and actor profiles. A special subset will include original artwork in "The Worlds of Acclaim" art and story synopses from nine Acclaim **Sliders** comics. Inkworks opens the vortex to three levels of chase cards—9 embossed Foilworks cards, 6 foil-etched Puzzle cards, and 2 lenticular motion cards. This April get ready to make the jump with Quinn and friends.

MORE ERNIE AND THE BLACK MASK MYSTERY

This April, look for Krome Productions' latest series, **Evil Ernie: Master of Annihilation**. Masters of macabre art for this 90 card set include Steven Hughes, Justiniano, Jim Balent, Joseph Linsner, Flint Henry, and a host of others. You'll find Chastity, Lady Death, and the whole Chaos gang making appearances in this collection. Each pack contains 5 chromium cards and 1 NecroChrome sticker for $2.50 each. Saddle up the hounds from Hell for the assortment of chase cards—3 Chromium cards, 3 Real-O-Rama cards, 1 Psycho-Apocalypse card, and 4 autographed cards signed in ruby red ink by Pulido, Hughes, Justiniano, and Jensen, all limited to 500 each. As an additional bonus, you'll be able to resurrect 1 of 5 oversized NecroChrome cards from every display box.

Product Manager Jerry Bennington recently checked in with the Card Shark to clear up the mystery of Krome's "Black Mask Mystery" card. Last year's **Lady Death 3** series featured an unusual black-faced trading card checklist in every pack, leaving Chaos! fans scratching their heads. Is it a defect or misprint? "We wanted to create something special for the fans, and black mask cards provide additional excitement after opening a pack of cards" says Jerry. In order to remove the black skin, the collector should gently rub the corner of the card until the skin lifts up and then simply peel back. Underneath you'll discover either a standard Lady Death chromium card or a special Lady Death fractal version. "Fractal chromium is a new refractor foil that we're starting to use for special cards and the effect on chromium is incredible," said Bennington. With only a few in each box of **Lady Death 3** matched with extraordinary demand, it's no wonder why **Lady Death 3** is completely sold out.

OBSESSED WITH OLIVIA

Premiering this April, Comic Images presents **Olivia: Obsession in OmniChrome**, an all-new 90 card series featuring the sensual and sensational world of Olivia. Alan Gordon, President of Comic Images states, "We're proud to hold the license of having Olivia as the artist with the most series published by Comic Images. Hopefully this new OmniChrome set will win over even more fans." The iridescent glow of OmniChrome truly enhances the subtleties of Olivia's work. Bonus cards randomly inserted include six Chromium cards and an authentic autographed card.

THE AUSSIES ARE COMING, THE AUSSIES ARE COMING

Trading cards from the land down under have made it to the shores of America once again. Kitchen Sink Press has worked out an agreement with Australian trading card producer, Tempo to distribute their line of cards in North America. Currently available are **Beatrix Potter's Peter Rabbit & Friends**, a 110 card series featuring the children's author's charming creations. This first series includes these characters in full color on the card fronts with classic tales and nursery rhymes on the backs. The series has five levels of chase cards and each 7 card pack retails for $1.89. Not a household name to North Americans, artist May Gibbs is a legend for her beautifully drawn children's books in her native Australia. Her fanciful cast of fairie children cavort with the kangaroos, koalas, and kookaburras in the wilds of the Outback in the **May Gibbs Collector Card** set. This 110 card series contains three levels of chase cards and also sells for $1.89 a pack.

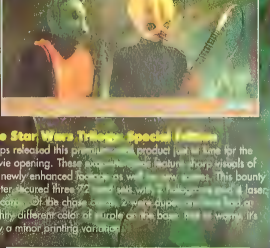
KUNSTLER'S KEEPSAKE COLLECTIONS CONTINUES

Comic Images' fine art division, Keepsake Collectibles, releases another Mort Kunstler classic card series this April. Galloping across the Mason Dixon line comes **The Blue and the Gray: Civil War Art by Mort Kunstler** 72 realistically painted cards document the major battles and generals of the war that changed our nation's history forever. But toss away those text books because famed historian Rod Brags provides the informative text on the backs. Whether you saddle with General Grant or General Lee you'll still want the 6 bonus chromium cards or the randomly inserted Kunstler autographed card. Printed on thick 24 point stock, these cards will be the pride of any serious collector.

SOMETHING HAS SURVIVED

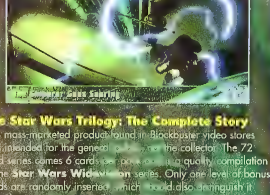
The much anticipated sequel to the highest grossing film of all time rips into theaters this May. **The Lost World: Jurassic Park** is an all-new series of exclusive trading cards from Topps. 72 regular sized cards bring all the excitement and brand new imagery from *The Lost World*. With 8 new dinosaurs rampaging in the wild, this card series will feature all the breath-taking visual effects and movie magic. You'll need Raptor-sharp claws to dig into the 99 cent packs of 6 cards plus 1 sticker.

MARKET REPORT FROM THE SHARK TANK



The Star Wars Trilogy: Special Edition

Topps released this premium series product just in time for the movie opening. These exquisite cards feature sharp visuals of the newly enhanced footage as well as new scenes. This bounty hunter secured three 72 card sets with a holographic card & laser cut cards. All the chase cards were super limited and at slightly different color of purple on the base. But as warned, it's only a minor printing variance.



The Star Wars Trilogy: The Complete Story

This mass-marketed product found in Blockbuster video stores was intended for the general public not the collector. The 72 card series comes 6 cards per pack and is a quality compilation of the **Star Wars Widevision** series. Only one level of bonus cards are randomly inserted which should also distinguish it from the Super Premium editions. Absent of chase cards and two 72 card sets were my reward for opening the 36 packs. This one's a nice introduction to the world of Star Wars card collecting, but the die hard fan will probably want to pass too.

James Bond Connoisseur's Collection volume 2

This series continues the excellence started by Inkworks with Series One. Beautiful photography, some never before-seen, with insightful facts. The movie era continues with emphasis on the Roger Moore era. The Gadgets subset is a blast and the Submarine car just made for capturing Christmas list for next year. So all the Ladies Gallery, no fat matter. As promised, I received one complete set of 90 cards with only two short for a second. As for the bonuses, I salvaged 2 gold framed poster collection cards and 3 Women of Bond foil cards. I can't wait for Series Three.

Julie Strain Queen of the "B" Movies

One gander at these babes and you'll know there is nothing "B" about this lady. While some images have previously featured nudity in its class's sets, this is the first time it's displayed photographically. I was a little surprised but not offended. Of the revealing photos, none are shocking and are indeed nicely shot. Julie tells her tale on the card backs while she poses in latex, leather, or the all-together. If you're a fan of Julie Strain and the "B" movie scene, this is highly recommended.

MEGABYTE ME

TUROK: DINOSAUR HUNTER

ACCLAIM ENTERTAINMENT
FOR THE NINTENDO 64

This is it. *This* is the game you have been waiting for. This is the game that will justify your spending the hard-earned cash for the Nintendo 64 once you've gotten sick of **Mario**. This almost makes up for the incredibly weak **Shadows of the Empire**...almost. If you're a comic book fan, you know the story of Turok and can skip ahead a couple of sentences. For those not knowledgeable of our Native American friend, he's time-displaced and hunts dinosaurs. Sounds pretty simple, huh? You are Turok, and the game proceeds in the first-person fashion so popular in all forms of computer entertainment. You're on a quest to find some keys, discover some gems, and kill anything in your way. The weapons at your disposal are undreamed of in the real world, and let me tell you, they blow up things real good! The graphics are amazing as dinosaurs and mercenaries attack, blood flows, and you're bathed in the arterial spray of your assailants. You can even keep pumping them with lead and watch them twitch and flail...if you're into that kind of thing. Hopefully the delay of this game will not cloud the spending/buying judgment of all you addicts out there. This game is tough and worth the money.

—J. Patrick Rybandt

DIE HARD TRILOGY

FOX ENTERTAINMENT
FOR PC AND PLAYSTATION AND SEGA SATURN

Yipee-Kaiyay!!! You know the rest. Fox Entertainment has put together a package that combines all three *Die Hard* movie games together, for one pulse pounding, palm sweating, action packed adventure. Already released for the Playstation platform (with more than 500,000 units sold) their next release of this game in the PC and Sega Saturn format should fare just as well. Now on to the game. As John McClane, you have a choice of which adventure to embark on. Go floor by floor in the high-rise killing hostages (I mean rescuing hostages) and terrorists. After ridding the floor of terrorists, find the bomb and disarm it to go onto the next floor. Or you can use your skills in ridding Dulles airport of unwanted baggage, and then on to the streets of New York for one heck of a cab ride looking for bombs before they lay waste to the Big Apple. Game play is intense and bloody, as you use a vast array of weapons to eliminate the terrorists. The only complaint I have are the graphics. I have a PC version, though, so I can't speak for the other formats, but I found the graphics a bit choppy and pixelated. But all in all, it's a great way to spend a day.

—Todd Hoffe

CARNAGE

DIABLO

BLIZZARD ENTERTAINMENT

FOR THE PC

This is the game that everybody is talking about...and with good reason. This is the game where you believe all the hype...**Diablo** is a drug. Set in ambiguous times, presumably the Middle Ages, you get the choice of operating as either Warrior, Rogue (a saucy little lass), or Sorcerer. Leave the town and enter the dungeon and proceed down into Hell. As your health wears down, check your inventory to get some more. Rotate your weapons, work magic, and, at various points in the game, up all your levels to be bigger, badder, and stronger. As you accumulate wealth in the form of gold coins, back-track to the town to buy and sell weapons and health. As you proceed farther and farther down, you may get lucky enough to find the scroll that'll transport you to the town and save you some time. The graphics are crisp, clean, and bloody. The sound fits the mood as you kill all manner of things that go-kill-in-the-night. They say that this game is awesome in multi-player over a network; I wasn't lucky enough to be able to give it a whirl. Playing by myself, I watched the hours go by, and I was loving every minute of it.

—J. Patrick Rybandt

RALLY CROSS

Sony for Playstation

Vrrroomm! Vrrroomm! Vrrroomm! Strap yourself in for one wild ride! **Rally Cross** is a realistic on/off road rally racing game that'll have you beatin' up the Audi lookin' for some mud hole to drive through or maybe a sand dune to jump. From the minute I fired this puppy up, I was hooked. We're talking realistic graphics and some unbelievable sound effects. If you listen closely, you can hear the springs squeak as you're bouncing over the hills or doing a power slide in the mud. And there's lots of variety, with 20 different cars, 18 different courses, and five different gameplay modes. The most impressive aspect of this game is your choice of camera angles. My favorite, of course, is the "in car" view. Wow! What a rush! As you hurtle your vehicle through mud puddles or roll your car down a sand dune, it's unbelievably realistic! It's almost like when I really did steal my mom's Mustang in eighth grade and go farmin' through people's yards and....ulp! I guess you get the picture by now. This is one awesome, awesome game! Get it today!

—Todd Hoffer

HEART

ArtDink For Playstation

This has got to be the most involved Playstation game I've ever had the pleasure and headache to play. A battle simulation/strategy game, **Carnage Heart's** objective is to conquer the enemy base. Sounds easy enough doesn't it? Well you're wrong! In order to conquer, you have to build an army of mech-warriors called Over Kill Engines (OKE's). It's up to you to design the hardware and the artificial intelligence by actually programming each OKE. You decide how the OKE will react given certain parameters; if your enemy is 100 meters in front of you, jump left three times and fire your laser or drop a mine and run forward 30 meters and fire a rocket. You see where I'm going with this. YOU program the software in its brain! **Carnage Heart** comes with two discs, one game disc, and one instructional. An instructional disc you ask? Yes, and if you don't use it, you will definitely not make it through the battle sequences. **Carnage Heart** incorporates the best in strategy and battle simulations to provide you with one killer game in any format. This one will challenge even the most advanced gamer!

—Todd Hoffer

Advice From the Game Addicts

We here at **FAN**, in an endeavor to keep you, our readers, up on the latest in games and helpful hints, would like to recommend you checking out some very useful publications. The books are called **Secrets of the Game** by Prima Publishing. If you're tired of getting your butt kicked every time you turn on a game, check out these friendly little books. They'll provide you with game secrets of your favorite computer and other game formats. They even have a book on the new **Shadows of the Empire** for Nintendo 64. The books retail for 10 to 20 bucks and are well worth the price. If you're having trouble finding them, give 'em a call at 1-800-531-2343.

MANGA anime

MACROSS II: THE MOVIE

A futuristic blend of high-tech warfare and an intriguing love-triangle make **Macross II: The Movie** the perfect feature film for the action-craving anime fan. This feature, directed by Kenichi Yatagai with mechanical designs by fan favorite Koichi Ohata (MD Geist, Genocyber) is two hours of breath-taking anime that kept me glued to my seat.

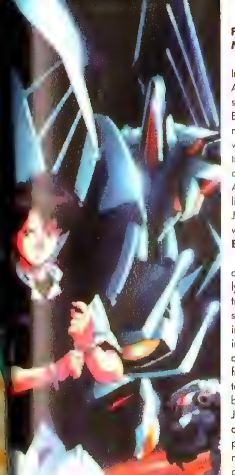
It's been eighty years since the first *Macross—Do you Remember Love?* transpired. The remaining descendants of the Zentraedi/Meltrandi conflict have created a new society with the people of Earth. However, when alien invaders posing as renegade Zentraedi threaten this uneasy alliance, the Super-Dimensional Fortress Macross must be resurrected from the dead to battle the encroaching enemy forces.

Our hero, Hibiki Kanzaki, an investigative reporter, is caught up in the battle when he accidentally allies himself with Ishtar, a mysterious Zentraedi princess. Enlisting the help of pilot Silvie Gena, Hibiki rushes to save Ishtar from imminent "reprogramming" by hostile Zentraedi. As they attempt to convince the powerful military complex U.N. Spacey to reactivate the Macross Fortress and defend Earth one more time, they must also find a way to broadcast the truth about the Zentraedi invasion.

Macross II will be a welcome addition to any collection. With prices for anime remaining high, and tape lengths getting shorter, this feature film stands out in a crowd of less than adequate imitators.

And since it's from the director who brought you the extremely popular **Macross**....

by Jason Topolosky



HADES PROJECT ZEORYMER VOLUMES 1 AND 2

From Toshihiro Hirano, the well known director of **Iczer 1**, **Iczer 3** and **Dangaio** comes a fantastic, metallic, robot rumble! Intense giant robot battle sequences and an exhilarating story make **Hades Project** a smash hit!

Hades Project is the story of The Hakkeshu, a team of eight giant robots with fantastic powers. The Hakkeshu were built to allow the forces of the Hau Dragon to achieve their quest for world domination. Zeorymer of the Heavens, the strongest and deadliest of these robots, is stolen along with the frozen embryo of its genetically engineered pilot, Teenager Mamoru Akitsu's world is turned upside down when he discovers that he was only born to pilot the mighty robot warrior Zeorymer. As he struggles to accept his new role, Hau Dragon's Lunstar robot is brought to bear on him. It is his task alone to save the world.

Hades Project is filled with many unexpected twists and a shocking conclusion. Fans will note that **Hades Project** characters designs were created by fan-favorite Michitaka Kikuchi, creator of **Gunhead**.

FOR THE LOVE OF COMICS: MANGA IN EUROPE

Having recently returned from the International Comic Festival in Angouleme, France, I was pleasantly surprised to find how much the European Community has embraced manga. As the comic reading public was much more diverse in age than traditional American fan-show attendance, so was the selection of manga. Almost all of the French publishers had licensed at least one manga series from Japan. Among the more popular series were **Gon** (see last issue), Tezuka's **Blackjack**, and **Dragon Ball**.

The success of manga in France, as in other parts of the world, relies primarily on the success of anime in that country. Anime is prevalent on French television with series like **Sailor Moon** faring quite well. A flourishing comics industry exists in France for grown-ups, and manga from Japan has benefited from a dedicated "comic-reading" customer base—both in the larger hardback format and in traditional Japanese format. However, one distinct difference from their American counterparts is for the publishers of translated manga, such as Tonkam or Glenat, to also act as retailers through their own comics specialty stores.

I was able to pick up the latest **Gon** manga which, at this time, has not been released by Paradox Press. Gon's adventures as a turtle and through the desert are wonderful stories, maybe even Tanaka's best. The French variations of **Gon** are slightly different than their American counterparts with different cover art. Also missing from the American versions are several color pages that are included in the original, and those pages are sorely missed.

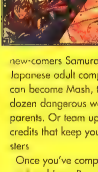
And for you live-action maniacs...

ULTRAMAN: 30TH ANNIVERSARY COLLECTOR'S EDITION

Next to Godzilla, Ultraman is king of the live-action Japanese films. A favorite of anime fans, Ultraman was created in 1966 by Eiji Tsuburaya, the God of Special Effects, who is perhaps best known as the co-creator of Godzilla.

Ultraman fans can once again rejoice with the release of **Ultraman: 30th Anniversary Collector's Edition** Volume 1 includes episodes 1 & 2, complete and uncut with the original English language soundtrack and opening credit sequence. All episodes have been re-mastered from the original 16mm film prints for the best possible quality.

Also, as an added bonus, Volume 1 includes an alternate English language opening sequence produced but never broadcast and the original Japanese opening credit sequence with English subtitles. The best part of the Collector's Edition is a special interview with Haruo Nakajima, the actor who portrayed Godzilla in the first thirteen films as well as several classic Ultraman monsters.



Manga Spotlight

Over the past few years, America has seen a tremendous rise in demand for Japanese Animation. Until now, the demand has been met overwhelmingly by giving the fan more traditional videos and mangas. But haven't we gotten to the point where we need something more? How about a new supply of merchandise, something exciting like ...an erotic PC game?!

Well, that's what's happening now thanks to new-comers Samurai USA. Say hello to **Mad Paradox**, the first adult Japanese adult computer RPG ever to reach these shores. With this game, you can become Mash, the courageous and womanizing hero. Travel through a dozen dangerous worlds to face the Evil Gorgus and avenge the murder of your parents. Or team up with 2 other rogue warriors and earn magic spells and life credits that keep you alive, even during hellish combats with ghouls and monsters.

Once you've completed part of your mission, take rejuvenating rests in medieval inns. Rescue the fragile captives from the claws of Gorgus' army and find out just how these exotic girls reward a brave warrior. And no, we're not talking chocolate cake in this game.

Mad Paradox is the first of many games to be translated and published by Samurai USA, whose web page can be found at www.samurai-anime.com.

PLAY GAMES?

by Steve Fritz

MORE MAGIC FROM WOTC

Wizards of the Coast unleashes its 800 lb. gorilla of card sets when it starts shipping the 5th Edition of its basic set this March.

If you don't believe me, consider this: there's somewhere near 100,000 **Magic** players out there. When 5th Edition comes out this March, they have until April to drop the 4th edition cards that are in their decks and switch to 5th...or not be eligible for competitive Type II play. That means if they want WotC to show them the money for winning this year's Pro Tour stops, 30 days after its release, said players must have 5th—not 4th or any earlier cards—in said decks. As you can imagine, a lot of retailers are looking forward to the big sales this will garner. A lot of players will be griping over being forced to make the changes.

Circle of Protection: White
Enchantment
1: Prevent all damage from one white source that deals damage to you this turn. You may use this ability only once in a turn.
Illus. Quinton Hoover
Prodigal Sorcerer
Creature — Wizard
1 1: Tap: Prodigal Sorcerer deals 1 damage to target creature or player.
Illus. Dan Frazier

That isn't all players will be griping about, either. As is the standard since Magic did its Revised edition (aka the 3rd edition), a number of cards will be pulled from the basic set and replaced with new ones from past expansion sets, most notably from the now or soon-to-be outlawed **Ice Age**, **Fallen Empires**, **Chronicles**, and **Homelands** sets.

As part of the R&D team who decided what would be in 5th Edition, Bill Rose is very aware of this. In fact, he admits that some eternally popular cards such as the **Shivan Dragon** are still in the basic set. Also making its way into the regular rotation is **Jester's Cap**, which quickly established its popularity when it debuted in **Ice Age** a year-plus ago. From there, he gets remarkably mum about what will be the content of the set, using **Magic** fans' love/hate relationship with the card **Icy Manipulator** as his example.

"Basically, the main guidelines were what more complicated cards we wanted in," says Rose. "Also, which cards were the ones that people really hated and loved. Then there was the general direction the fans wanted to point **Magic** in. The fact is fans want to take **Magic** into all kinds of directions. What we found was no matter what we did, we weren't going to make everybody happy, but we hopefully will make them as happy as possible."

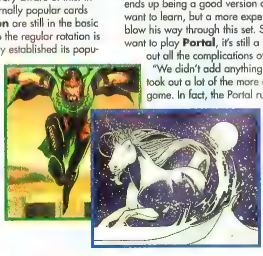
Rose also stated one of the key changes in the set is the mix of cards one finds in a starter deck will be much better for sealed deck tournaments, which was a failing point of past basic editions. The set'll also be "over 50 cards" larger than 4th Edition's 363 cards. Starter decks will also have a new and "improved" rule book, which should hopefully help players when they decide to be rule lawyers in tournament play.

For those who don't want to deal with the rule lawyers when they play a WotC game, Rose was also instrumental in a **Magic**-related card game that should appeal to those kinds of players. Called **Portal**, it's a stripped-down version of **Magic**.

"I led the design team on **Portal**," Rose admits. "What we tried to do was remove about 80% of the complications of Magic while keeping 80% of the strategy. This way, **Portal** ends up being a good version of the game for people who want to learn, but a more experienced **Magic** player would blow his way through this set. Still, for all those people who want to play **Portal**, it's still a fun and interesting game without all the complications of standard **Magic**."

"We didn't add anything new," says Rose, "we only took out a lot of the more advanced elements of the game. In fact, the Portal rule book is only about a tenth of the length of **Magic**'s."

Portal is due to ship around April. Rose states the set will consist of about 200 cards. Starter boxes will consist of two pre-determined decks with players having the ability to supplement their **Portal** decks through booster packs.



FSI INSERTING OP CARDS IN NEXT X-MEN SET

Fleer/SkyBox International will be inserting OverPower game cards in their upcoming **X-Men 99** set.

"While **OverPower** is doing well on its own," says FSI game designer Steve Domzalski, "we thought this would be a good way to present the game to new players."

Each pack will contain three cards from existing **OP** sets Domzalski was quick to point out to collectors that there won't be any **OP** cards that are not otherwise available. The **X-Men** set will also contain rule books for the game so non-gamers can learn the rules.

ATLAS SELLS OUT OF ARS MAGICA IV

Atlas Games announced they have sold out of the first printing of their **Ars Magica Fourth Edition** RPG. They managed to do it within 30 days of offering it to the public.

Due to the success of the first printing, Atlas will have a second printing out by mid-February. The second printing will include some additional material that wasn't in the first. A hardcover version of the book is also now in the works and should hopefully be out by March.

In the meantime, Atlas also is producing a GM screen for the game. It will have four panels, have a 32 page GM guide, and come with some other neat stuff a game master might find handy.

It should also be noted that Atlas will also be putting out the first supplement to **Ars Magica IV**. Entitled **Hedge Magic**, it will cover four other magic traditions that compete with the dominant Order of Hermes. The book is due in May and will be approximately 72 pages.

DAEDALUS READIES NEXT GAME

Informed sources at Daedalus told me, by the time you read this, they will "officially" be announcing their second game, which they call **Pulp Heroes**.

Pulp Heroes is based on detective/gangster stories/movies of the 30s and 40s. It will be sold in a complete boxed set—much like Atlas' **Lunch Money** or Mayfair's **Sim City** decks—so you don't have to go crazy looking for those much-needed rare cards. Don't be surprised if the entire deck will be made up of slightly over 100 cards.

In the game, you can choose to be a gangster, a cop, a femme fatale, or your everyday Daimon Runyan-esqe, world-weary gumshoe out to grab the loot, the bad guy, the good guy, or sit there like Sam Spade and ponder the existential reasons why Sidney Greenstreet had to find that damn bird. The art was done by Daedalus house art director Daniel Gelon. So it should also be quite eye-catching.

GAMING COMPANY DOING NEW TYPE OF RPGS

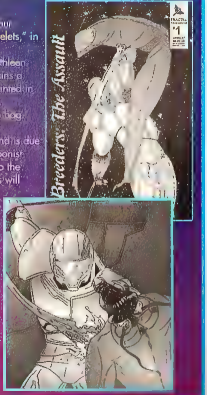
Fractal Dimensions, who've published **Fractal Spectrum** magazine for the last four years, announced they will release four comic book-sized microgames, called "Gamelets," in 19[illegible]

"Gamelets are micro-games packaged for the '90s market," says FD co-founder Kathleen Se[illegible] "They have the look and feel of a comic book, but actually each one contains a complete game. The rules, board, and counters are all printed in a convenient package that is easily taken apart for play. Gamelets can be stored in a standard comic protective bag."

The first of these "Gamelets" is **Breeders: The Assault**. It was created by Carl Forhan and is due out in February 1997. Graphic cartoonist Donald J. A. Redick is slated to do the cover and illustrations. Gamelets will retail around the $6 mark and will be available through Fractal Dimensions subscriptions.

The current Winter edition of the **Fractal Spectrum** (#14) features a complete microgame, **Breeders: Initial Contact** by Carl Forhan, which is a prelude to FD's **Breeders: The Assault** Gamelet.

For more information, the internet addresses are: fractal@fractal.mandarin.org and/or WWW: http://www.fractal.mandarin.org/.



SELF SERVICE

Don't let the title fool you. ***Steviebear****, by Ken Harrison, is not a furry-animal comic, nor is it a cutsie cartoon comic. It's actually an epic adventure dealing with three friends brought into a land they know nothing about and transformed in different ways. All three play a significant role in the black and white comic, not entirely unlike the three Bone brothers in a comic you may already be familiar with. In fact,* ***Steviebear*** *and* ***Bone*** *share the same sense of fun balanced with mystery, with* ***Steviebear****'s setting being quite different from The Valley, but just as dense in detail and rich in atmosphere. You can order #1-#4 for $3.00 each from Belfax Studio, PO Box 302, Avondale Estates, GA 30002.*

THE WALL OF INDIFFERENCE

"Actually I'm not sure exactly what finally prompted me to turn to self-publishing," writer and artist Ken Harrison admits as he considers the beginnings of his book **Steviebear**. "Aside from some urging from friends and relatives, working within the comics industry never crossed my mind as more than a passing fancy. I'm pretty sure that was due to the advice that I had gotten from various editors and other industry professionals at conventions. Year after year, no matter how much I'd worked or changed things, they said more or less the exact same things. Eventually, I decided that they saw hopefuls like myself so often that they just gave 'em all the same line and no matter what you did, you weren't going to break through that wall of indifference."

"It was all very daunting," Harrison concludes, "and I turned to other things." Those other things included black and white comics, which changed his entire perspective on the industry. "A friend of mine introduced me to **Bone**, and I thought, 'A black and white comic book in this day and age?' I was very surprised at how good it was, so I began to seek out other self-published books and was astonished to discover that they revived my interest in the medium. They weren't formulaic, they were very professional. I suppose that's when my thought processes began to turn to self-publishing."

STEVIE'S GOT A GIRL

As for how **Steviebear** came about, Harrison has to go back to his high school days in the eighties. "Originally, Pen and Steve were based on real people," Harrison admits. "Steve was one of my good friends in school, and we used to go play video games a lot. So I developed a little 18 panel (front and back), 1-page adventure strip with us as the heroes. Steve eventually got a girlfriend who insisted on calling him "my little Steviebear." That was too rich. I developed a new take on the comic and retitled it **Steviebear**. Steve's character could now morph into this 8 foot tall bear. My character's costume and powers were a takeoff on the Space Ace video game character. Steve's girlfriend was also incorporated into the strip, along with various other friends and relatives. By the time I graduated, I had done over 450 pages worth. I still have most of 'em too. About four years ago, I completely revamped the whole thing and here we are today."

As for what exactly **Steviebear** is today, Harrison explains, "The book has so many different aspects, I hate to try and pigeonhole it. Still, at heart it's a fantasy book dealing with fantastic issues. In a nutshell, three teenagers (circa 1984) get drawn into a world of magic and mystery and, with no obvious way of getting back, are forced to come to grips with an entirely new reality in which nearly anything is possible (and for the most part, probable).

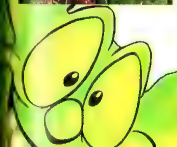
During the somewhat traumatic crossing, they have each been altered in some way. Steve is the only one of the three to suffer an actual physical alteration, being turned into an Ursulan, one of the many races of this new world. Pen has developed a knack for utilizing magical energy. The story itself is an epic-length adventure which will span quite a bit of time for our heroes. There's a good deal of humor as well, so anyone who enjoys fantasy will enjoy **SB**."

ACHIEVING CRITICAL MASS

The fantasy aspects of **Stevie bear**, however, are only a part of its charm. Its humor, intelligence, and strong characterization all work make it stand out from the pack. In fact, Harrison believes, "As long as indies can keep a strong presence in the market, giving kids something besides superheroes/violent maniacs to turn to, maybe we won't lose the current crop of fans when they get older. There are a lot of retailers who are strictly Marvel/DC/Image people, though. They either don't have the time or inclination to sort through the indies available or they simply can't afford to take a chance on some small press title when **X-Whatever** is definitely going to move. But you need diversity. That's the key to not only the survival of the indepen dents but of the industry as a whole."

Like many independent creators, Harrison both writes and draws his book, and his artistic style complements the spirit of his writing well. As for where he developed this artistic style, Harrison hesitates, finally guessing, "Uh...my bedroom?" Harrison laughs, adding, "No, seriously, my style is a hybrid. I grew up reading all the Carl Barks Duck stories, so he had a big influence. Disney movies were also a big inspiration, but until recently you couldn't exactly study them at home. Old Chuck Jones Warner Brothers *Looney Tunes* cartoons were another style I emulated. I've always wanted to have my work come to life on a page the way animators make characters come to life on the big screen. I'm not there yet, but I feel like I'm constantly improving."

Despite Harrison's constant improvements, he still suffers from many of the problems familiar to all self-publishers. "Waiting for your numbers to rise out of the "critical" area is very difficult," he admits. "That's the area in which your distributor decides you are more of a liability than an asset and subsequently decides the pleasure of your company is no longer required. Aside from that, I would have to say the business end of things, especially promotion, is hard. I have never had a really good head for business, and self-publishing taxes what little talent I do have for it to the limit. I'm a terrible procrastinator sometimes, and having to overcome that is...well...like breaking a really, really hard-core addiction I imagine. The nice thing about this, though, is that people within the industry itself, especially other self-publishers, have been really great. It's a big old mutual support machine. Without that support, I would be one hurting sea biscuit."



Are you self-publishing and feeling like one hurting sea biscuit (whatever that means)? Want to get some actual feedback on your comic? Here's the place to be. Send along a couple copies of your book and an old Evil Knievel figure to Toph the Self Service Guy, Overstreet's FAN, 1966 Greensparing Drive, Suite 405, Timonium, MD, 21903. Ken sent in an SSP Racer and now he's famous!

indy spotlight

QUICKEN FORBIDDEN

Cryptic Writ

Jax Epoch [illegible] future is still believing in magic, as it [illegible] become [illegible] since One day [illegible] strange [illegible] some friends as they [illegible] Dave [illegible] building. [illegible] one of the [illegible] chasing [illegible] the [illegible] portal [illegible] as she [illegible] however, [illegible] and so begins Dave [illegible]

And so begins Dave Sim's [illegible] **Forbidden** from Aardvark-Vanaheim [illegible] alternate reality [illegible] you're all used to [illegible]. However, [illegible] surprising and [illegible] throughout the book. [illegible] white and [illegible] defining the [illegible] Green's [illegible] contributes [illegible]

As Jax wanders [illegible] one of [illegible] Curiously, [illegible] very old book [illegible] cabin, [illegible] world. [illegible] finds her very [illegible] a bit of time [illegible] on while [illegible]

I'm not going to [illegible] you find out for [illegible] could well [illegible] trying it!

HOT! HOT! HOT!

PREACHER #1
DC COMICS/VERTIGO
Hotter than tickets to see U2!

DARKCHYLDE #1
MAXIMUM PRESS
Hotter than Kari Fisher talking about Marvel comics!

FAN 15

You don't like it? Get your own list?

DARKNESS #1
IMAGE COMICS/
TOP COW PRODUCTION
Hotter than tickets to see KISS!

WITCHBLADE #1
IMAGE/TOP COW PRODUCTIONS
Hotter than the person that got up to the ticket office after waiting two hours in line and was told *Star Wars* was sold out!

JLA #1
DC COMICS
Hotter than a day in the Sahara desert!

PREACHER #2
DC COMICS/VERTIGO
Hotter than the Spice Girls!

WITCHBLADE #2
IMAGE/TOP COW PRODUCTIONS
Hotter than the new *Star Wars* action figure assortment!

WITCHBLADE #10 (DARKNESS #0 VARIANT COVER)
IMAGE COMICS/
TOP COW PRODUCTIONS
Hotter than a fired postal worker!

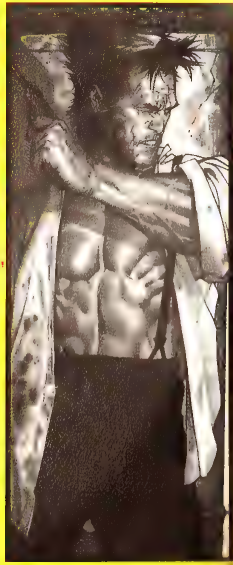
HITMAN #1
DC COMICS
Hotter than Mike Renegar at a GI Joe convention where everything is half-price!

IRON MAN #1 (REGULAR EDITION AND VARIANT COVER)
MARVEL COMICS
Hotter than the heads of Marvel after they read one of Spurlock's Market Reports!

CURSE OF THE SPAWN #1
IMAGE COMICS/TODD MCFARLANE PRODUCTIONS
Hotter than Mr. Burns in a Speedo!

JLA #2
DC COMICS
Hotter than the check that Mike Renegar wrote at the GI Joe Convention!

FANTASTIC FOUR #1 (REGULAR EDITION AND VARIANT COVER)
MARVEL COMICS
Hotter than the Harley Quinn figure's gonna be!



JOHNNY THE HOMICIDAL MANIAC #1
SLAVE LABOR GRAPHICS
Hotter than Mike's wife, then, after she sees the monthly bank balance after Mike's been to that GI Joe Convention!

DAWN #1
SIRIUS ENTERTAINMENT
Hotter than a counterfeit Cry For Dawn #1!

faves

KA-ZAR #1
MARVEL COMICS

After years of silence, he's back. A man born in society and raised in...a savage land! With noble blood coursing through his veins and savagery raging in his soul, he is Ka-Zar, Lord of the Savage Land.

YAAAAHHHOOO!! (YAAAAHH-HOOO!! is ™ and © Jeff Dillon Enterprises.)

No more clones, no more angry mutants, just pure jungle fun. Mark Waid and Andy Kubert have taken an almost forgotten hero and introduced everything that makes comics fun. Action, adventure, babes in loin cloths, a noble hero, and a trusting sidekick.

Alright, the sidekick's a Sabertooth tiger, but hey, you get the point. Issue #1 introduces us to Gregor, the evil hunter-type who trained Kraven, the Hunter. (ya' know, just because it's in the jungle, you don't always have to have a hunter-type wandering around, although this guy is pretty cool, for a bad guy.)

Gregor it seems, has just gotten a new job. His corporate boss wants him to bring in Kevin Plunder, a.k.a. Ka-Zar, dead or...dead. Back in the Savage Land, Ka-Zar swings from trees, rescues young villagers, fights off an angry T-Rex, and refs a baseball game. Baseball in the Savage Land? Pure jungle fun. In the midst of it all is Ka-Zar's wife, Shanna the She-Devil, and his young son Matthew. She just wants the pure and simple life, he wants a pair of Levi's. What's a hero to do?

—Jeff Dillon

p.s. pure jungle fun.

WILDC.A.T.S #34
IMAGE COMICS/WILDSTORM PRODUCTIONS

The best thing Jim Lee ever did to his own version of the X-Men was to put James Robinson on the title. That led to Alan Moore, and from there, the baton was rumored to be handed to Garth Ennis. No such luck, true believers, the baton will be handed to Barbara Kesel and then to series co-creator Brandon Choi. Issue #34 is Alan Moore's last,

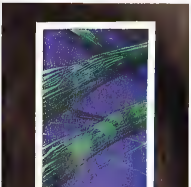
and with it, perhaps the end of one of the best superhero series out there. Moore did an incredible job bringing these "X-clones" to life and with it out

his hands, the book surely must fall. Alan goes out with a bang by weaving an intricate, well-paced mystery from start to finish as the book opens and closes at the funeral of a key player. Who is it? Alan keeps you in suspense by bouncing the story back and forth and placing all the major characters in jeopardy. This is super-hero at its best, and I hate to see him go. Oh yeah the character that gets killed, it's....
—J. Patrick Rybandt

THE BOOK OF BALLADS AND SAGAS #4
GREEN MAN PRESS
Charles Vess has always struck me as the John Tenniel of the late 20th century. Tenniel was an illustrator who did some wonderfully stylistic work for Lewis Carroll's **Alice in Wonderland** books late in the last century, and Vess' work captures the same classical realism meshed with the gentle comic style that I see in Tenniel. But I'm rambling. Where Tenniel was a wonderful illustrator, Vess is that and much more, as has been evidenced in his superb (though infrequent) self-published **Book of Ballads and Sagas** series. Fans may know Vess' art from **Sandman** #75 or #19 (it won awards, remember?), but in **BBS**, Vess handles more than simply art. He's also doing some writing in #4, based upon the legend of Tam Lin. It's hard to imagine how to classify his writing in #4—it's part poetry, part drama, and part narrative fiction—but it's very effective. His art, both in Tam Lin and in Charles DeLint's well-told modern interpretation of Two Corbies, an old ballad, is excellent. Evoking 11th Century monastical text art, Renaissance woodcuts, and Will Eisner, Vess is pushing the comic book medium in a bold direction. Plus, in #4, you get a peek at Linda Medley's excellent **Castle Waiting** series.
—Christopher Woodward

VAMPIRELLA VS. PANTHA
HARRIS COMICS
The Second Coming of Vampirella continues as scribe Mark Millar pits the Scarlet Seductress (you know, I'm running out of catchy alliterative nicknames for our vampiric friend, so please send me all your suggestions and help out a poor struggling reviewer) against an old Warren-era adversary, Pantha. Reintroduced into the modern continuity in the DC/Harris crossover, **Catwoman/Vampirella**, Pantha gets down to business in this beautifully rendered but (warning to the kiddies) truly graphic book. A serial killer with feline tendencies is stalking the perverse sexual underground of the city, taking out a number of its depraved inhabitants, and Vampirella is on the case. When all signs point to a woman capable of transforming into a panther, or vice versa, it's old home week for Vampi, and the hunt is on. But who is the hunter, and who is the prey? Find out for yourself by checking out the latest chapter in the Vampirella saga, and see why Harris is quietly cornering the market on atmospheric horror adventure comics.
—Arnold T. Blumberg

SOULWIND #1-2
IMAGE COMICS
Scott Morse has a story to tell, and it's a complicated one. A young boy living with monks touches a metal object in a stream, and the tale becomes clear to him. Some creatures contract an alien parcel delivery company to deliver a creature with opposable thumbs to help them find a sword called Soulwind and



destroy an evil smuggling operation called The Dynasty. The parcel happens to be an Earth boy who has clearly been abducted. The child, however, thinks it's a game. So to humor him, the creatures modify his toy ray gun into a real one and craft him a spaceman uniform. Meanwhile, Soulwind is under the protection of the Clan of Apes, who have just recently been joined by Noir, a handless exile. Morse's story at this point almost seems impossible to fit into its 4 issue mini-series limitations. But the characters are endearing (or at least interesting), and the adventure seems epic. Morse's art professes a solid grasp of the black and white medium which so many others butcher, and his deft style appropriately varies depending on the scene. It's basically a sci-fi, Zen **Bone**, and that ain't bad. (Yeah, yeah, a lot of black and white comics get compared to **Bone**, but this comparison is appropriate.)
—Benn Ray

HULK/PITT
MARVEL COMICS

The Hulk—he's big, mean, and strong. Pitt—he's big, mean, and strong. Really, they're very similar. That's obvious. Peter David's story, taken from a karma-based notion of meeting someone and immediately disliking them, points out the similarities. Of course, that's not a difficult task. However, David takes it beyond the immediately obvious: the Hulk seems constantly attracted to Rick Jones much in the same way that Pitt is almost magnetically attracted to the boy Timmy. That, coupled with David's narrative structuring, although veering off into the hokey, make this worth a look. Then there's Dale Keown's art. David wisely gives a large amount of the story to the slugfest, 'cause let's face it, that's what we want to see, and that's where Keown shines; Pitt is Pitt (as good as ever), but every line detailing the Hulk gleams. A pretty book, a good slugfest between two powerhouse characters—what more do you want?

—Benn Ray

FANTASTIC FOUR #6
MARVEL COMICS

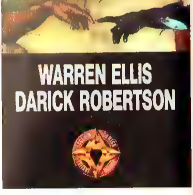
Here we are at the halfway point of Heroes Reborn. As speculation frenzy begins anew about the fate of these books past issue #12, let's look past all that and focus on the comics themselves, shall we? Lee, Choi, Williams, and the rest have taken a team that was suffering at the hands of poor management, bad writing and art, and little to no fan interest. In short, they've done a hell of a job making this a relevant team and a relevant title. **FF** #6 kicks off the Industrial Revolution, which unites all the Reborn titles in a cataclysmic cross over. Lee & Co. aren't rewriting history, but they are making the characters relevant to a whole new generation, and for those that say this isn't the "pure" FF, get a life, settle down, and shut up. **FF** #6 pits Reed and the gang against the Super Skrull and we get our first peek at Galactus, who hasn't been drawn better since Kirby. Throw in the Silver Surfer and Dr Doom, and whoo-boy, you've got a party waiting to happen—the whole thing works. My vote is that these titles keep going; the FF is better than it's ever been.

—J. Patrick Rybandt

MAN OF THE ATOM
ACCLAIM COMICS

When Fabian Nicieza and company called this book an event, they

weren't kidding! It's been a while since a comic has kicked up this much controversy, but Warren Ellis and Darick Robertson's **Man of the Atom**—a reinterpretation of Solar for the masses—has people running around in a screaming frenzy. This is the Valiant Heroes' version of "Alpha & Omega," treading on sacred ground for the remaining fans of the original Valiant line. But after reading **Man of the Atom**, one can easily see how it bridges the gap between the two universes, while offering readers something very worthy, very cool, and very different! Sure, it's not a story about *that Solar* (or maybe it is and we just don't know it), but it's a well-written book that tackles God, the universe, and the beginning of everything. Of course, if that's too highbrow for you, **Man of the Atom** is also the first clue as to the real history of the Valiant Universe—and it kicks ass!



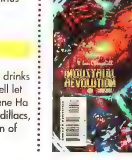
Anyway, this Solor don't wear no shades, it ain't no Birthquake, and it dances to its own tune. Dig it yourself.
—Scott Braden

ARMAGEDDONQUEST
SIRIUS ENTERTAINMENT
"This comic will change the face of comics forever...." heard it before, eh? Leave it to Robb Horan and Sirius to actually find a completely new and unique story unlike anything I've **ever** read before. Ever wondered what Jesus did as a boy? Did he have a dog...play soccer...collect comics? Well, this is the story of Tazio—a young, smart, lovable little guy who, as luck would have it, just so happens to be the Anti-Christ. Written and drawn by Ronald Roach, this book—this huge 550 page epic that took over 6 years to build—requires quite an investment of time and understanding, but it's well worth it. The art starts out a little rough, but it gets better as quickly as the pacing of the story, which is fast and furious. In fact, events and conflicts move the plot at a speed so fast you won't even notice the weight and effort needed to carry each volume around. If you're a fan of **Spawn**, Ghost books, or just plain enjoy Good vs. Evil in a religious sort of way, go find this series—I'm sure you'll enjoy it. Pound for pound, the best value Sirius has ever offered!
—Travis Younkin

OKTANE TPB
DARK HORSE
He's tall, dark, handsome (?), and drinks gasoline. He's...Oktane. Who? Well let me explain. Gerard Jones and Gene Ha thought that by combining '55 Cadillacs, biker gangs, Las Vegas, the Nation of

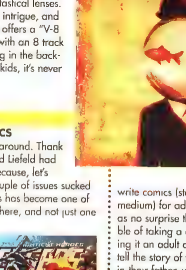
Islam, the aforementioned Oktane, all in a post apocalyptic setting, they would get an interesting story. They did. Artist Gene Ha has created a singularly bizarre vision of 21st Century earth and its inhabitants. And Gerard places some critical glasses on our face and forces us to look at the mundane through some fantastical lenses. Filled with action, intrigue, and humor, **Oktane** offers a "V-8 four barrel" ride with an 8 track soundtrack playing in the background. Jump on kids, it's never too late.
—Jeff Dillon

AVENGERS #6
MARVEL COMICS
Talk about a turn-around. Thank God Valentino and Liefeld had that falling out, because, let's face it, the first couple of issues sucked. Now, with #6, this has become one of the best titles out there, and not just one



of the best Reborn titles. Again, like the FF, the Avengers were pure crap when they were part of the regular Marvel U., but now with the addition of Loeb on script, Ian Churchill handling the art, and Liefeld running the show, this is a great read. **Avengers** #6, places the team at the beginning of the Industrial Revolution as Bruce Banner enlists the aid of the FF to find out what happened to Avengers Island. The main thing the Avengers bring to light is that Nick Fury should have his own comic, Reborn or not. The Fury character is at his finest pulling the strings on everyone involved. If you gave up after issue #1, and who can blame you, give **Avengers** another shot—you won't be disappointed, true believers
—J. Patrick Rybandt

THE DAY I SWAPPED MY DAD FOR 2 GOLDFISH
WHITE WOLF PUBLISHING
Neil Gaiman is known for his ability to



write comics (stereotyped as a children's medium) for adults. So, it should come as no surprise that he is also quite capable of taking a children's book and giving it an adult appeal. Gaiman's words tell the story of two children who trade in their father, who doesn't seem to spend any "quality" time with them, for a couple of fish. Personally, I think that's a pretty fair trade; every kid at some point wishes they could trade in their parents, don't they? (Perhaps my dysfunctionalism is showing a wee bit.) Anyway, mom gets home and she's a little irked that the kids did this, so they must now venture out to swap back. However, as childhood trading goes, they must follow their father's trail from swap to swap until they locate him. With an adventure, completely believable characters, and a fantasy plot that every kid can relate to, there's only one more quality that every kid's book needs: cool

pictures. Dave McKean's work here is deceptively complicated, with enough occurring on each page to catch a child's attention, yet his work is so layered as to also appeal to the adult reader. All in all, a kid's book for all ages.
—Benn Ray

SPIDER-MAN: HOBGOBLIN LIVES #3
MARVEL COMICS

First, Marvel gave us back the original Green Goblin (again, thank you), and now, in a three issue limited series, Roger Stern sets the record straight by revealing the true identity of the first Hobgoblin. No, it wasn't Ned Leeds—come on, did you ever really buy all that Foreigner flashback crap? Reading and looking like a mid-'80s **Amazing Spider-Man** story (yes, that's a good thing), with art by Ron Frenz and Bob McLeod, **Hobgoblin Lives** does a

great job of retcon (retro-active continuity) while restoring Hobby's villainous reputation for the future. The death of Jason Philip Macendale is just the beginning, as Peter and Betty Brant witness the return of the original Hobgoblin, back to prove he still has what it takes to tangle with the wall-crawler. He may be behind bars by the end of this story, but you can bet he'll be back, and he may just encounter another, even older pumpkin-slinger before too long. Oh, and it's Roderick Kingsley.
—Arnold T. Blumberg

TOMMI GUNN: KILLER'S LUST #1
LONDON NIGHT STUDIOS

The cyborg with attitude is back, and this time she looks a little different, she looks...A LOT BETTER! The upgrade in live models has changed the look of the non-live comic book character. Taking over for the ample J.J. North, is, of course, Elizabeth Parkhurst, and oh mama, what a Tommi Gunn she does make. To further add to your reading and viewing pleasure, this issue is available in a nude edition. Bask in Heather's

glow and become one with....uh, maybe I'm giving you a little too much information. Back to the comic—Tommi runs up against the mob in the Chicago of the future. The writing is handled by Kevin Hill, and Parkhurst's likeness is handled (heh-heh) deftly by penciller Albert Halaso. What I want to know is how to get reference for the shower scene—did Albert get sudsy with Parkhurst? Read the issue and you'll want to get sudsy with Tommi as well.
—Karl Glogauer

DAREDEVIL #363
MARVEL COMICS

Sometimes a guest (fill-in) artist can spark new life to a series, adding new perspectives to the writing and providing new insight to what the writer is trying to convey. However, Karl Kesel's **Daredevil** stories needed no "spark." His characterization of DD has been refreshing (compared to so many others delivering hackneyed Frank Miller rehashes), and regular artist Cary Nord's art was providing enough "sparks" to set a forest fire (especially when compared to all the previous "grim-n-gritty," over-inked, mis-shadowed styles). Kesel has been steadily building a series of plot strands: media attention on Foggy as DD's best friend; Rosalind Sharpe's plotting and manipulating; DD's girlfriend, Karen, working at WFSK; the hints of the return of Kingpin; and an edgier Black Widow running around. All this contributes to a well-developed serial moving in a better direction for the Man

Without Fear. But then comes #363. Maybe it's Gene Colan's pencils that send Kesel's house of cards crashing to the ground—they play out like a bad '70s exploitation/Noir flick (complete with a '70s conversion van). But more than likely, the rushed and disjointed story might simply be Kesel hurriedly trying to tie up all the plot strands; see, the folks at Marvel have once again decided to mess with a good thing, and Kesel will be leaving. His run on **DD** was worth following, but #363 looks to be the perfect ending point for readers.
(file under Waid/Garney's **Captain America**)
—Benn Ray

THE WAITING PLACE #1
SLAVE LABOR GRAPHICS

Jeff Dietz is the new kid in town. Issue #1 of **The Waiting Place** picks up with his first day as a senior at Northern Plains High. In fact, much like the start of an eighties John Hughes movie, we get a glimpse at a number of students as they

prepare for their day stuck in school. I have no idea if creator/writer Sean Kelly McKeever is in his mid-twenties and mired in the eighties, but **The Waiting Place** sure makes it feel that way. And that's fine by me. I still scour supermarkets in search of Pepsi-Free. So we've got Jeff in high school meeting all of the people you'd expect him to meet, and just when you'd think the issue's going to do it with some lyrics from Scritti Politti or Tommy Hates Jazz, up pops Tori Amos, so you know it is actually the nineties. It's just that Northern Plains is a small, small town. I'm hoping McKeever plays with that a bit more in upcoming issues, but this is a fine start. The story is well paced, and Brendon and Brian Fraim's art is strong enough to make the book visually interesting, especially the panelling on the last couple pages. Reminds me of the look of the last couple minutes of the *Breakfast Club*, actually... Christopher "I want to see what Claire can do" Woodward

DEADPOOL #3
MARVEL COMICS

If grim and gritty comics are on the way out and the return of the classic brightly-clad, do-gooding superhero is eminent, what's a guy to do if he likes both? Answer: Deadpool.

But Deadpool is insane. For example, in issue #3, we find out that our hero is dying, and in this issue our hero goes in search of the cure. The cure? Hulk's gamma irradiated blood. No Problem. The Hulk may be the most dangerous being on the planet, but he's still intelligent, still reasonable, just don't joke about the Hulk's hemorrhoids. Whoops, too late.

The humor's low brow, the action is excessive, and the hero is demented. What's all this mean? It's just a fun comic. Writer Joe Kelly and artist Ed McGuinness must be crazy too. Keep up the good work.
—Jeff Dillon

GLYPH #2
LABOR OF LOVE

Ordinarily, I don't like anthologies. If you pick one up in the middle of a storyline, it's almost impossible to follow. So then you have to get every issue of the title, but there's always the chance one of the stories will not really be up to par. And then **Glyph** magically appeared in my mail (whoever sent it, thank you). Maybe it was the consistently refreshing and grossly overlooked artwork by David Lee Ingersoll, David Lasky, Donna Barr, Sarah Bell, Ted Naifeh, Shepherd Hendrix, Wayne Cash, and Jenn Graves, or the improvising stories by many of the same artists as well as Fred Burke, Sarah Byam, Derek Fetters, Kolsha Liquet, and Daniel Kaufman which have now compelled me to overlook the anthology pitfalls, and become a dedicated reader. The subject matter is as varied (Neil Young strips, a story about flying children and demons, a dead-on-target strip about prejudice, a great road story of crime, and some other fantasy-type stories, mixed in with prose and editorials) as the art styles. This is much more than an anthology, this magazine-sized collection is a welcomed addition to my reading stack.
—Benn Ray

SPIDER-MAN TEAM-UP #6
MARVEL COMICS

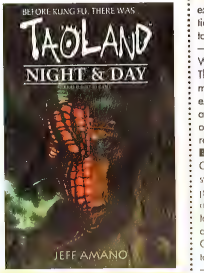
Ever since the restoration of the one, true Peter Parker, Spidey's adventures have been a joy to read once again, at least for old fans like me. It remains to be seen how long Marvel can maintain the post-Norman Osborn resurrection euphoria, but there's clearly some life in the ol' wall-crawler yet. If you need proof, check out the latest issue of **Spider-Man Team-Up**. Hearkening back to the old days when Spidey would team up with the unlikeliest allies, this ish features Hulk and Aquarian (!), but the real gem is the second story matching Spider-Man and Doctor Strange against the Prince of Darkness himself, Dracula. Spidey and the Doc always made a great team, balancing the Sorcerer Supreme's mysticism

SUPERGIRL #8
DC COMICS

I've never been a Supergirl fan, and certainly not since they reintroduced her, post-Byrne, as a lump of sentient protoplasm (what were they thinking?). But when I heard Peter David was taking a crack at the title, I was eager to hop on board, only to be disappointed by some of Peter's most lackluster writing to date. Just when I was ready to drop the series, despite Gary Frank's always pleasing art, Peter made a quick save and embroiled Supergirl in a supernatural dilemma of demonic proportions, pitting her against an evil figure named Buzz who is positively "Vertigo"-inducing. This is not your father's **Supergirl**, but it is an intriguing one and shows signs of improvement with every issue. This just might be a title to watch.

—Arnold T. Blumberg

against Peter's practicality. Even Dracula shows a rare, almost human side in this satisfying tale. Yes, Marvel can still produce fun comic books now and again—you just have to look harder for them.
—Arnold T. Blumberg



TAOLAND #5
SEVERE REALITY PRODUCTIONS

Jeff Amano has been publishing **Taoland** through his Severe Reality studio for about two or three years now, but this issue represents a real breakthrough for the book. Done completely in color and taken from pencil sketches scanned in and computer colored, issue #5 puts **Taoland** at 48 pages. This has grown into both a professional book and an enjoyable one. The story centers on a band of travelers intent on restoring "the age of humans" to a land ruled by warring tribes of animals, including lizards, apes, and, well, animal-looking things. This looks to be a rather climactic issue in many senses, as two of our main heroes and a bunch of our main villains appear to die, and one of the few humans in the book gains some rather interesting new powers. Amano's landscapes and settings are visually impressive, and his choice of colors and shading set the tone well. This is a vast, bleak land, and the odds are stacked against the heroes, all of which lends **Taoland** a bit of an epic feel. Now if only we'd see new issues with more frequency
—Christopher Woodward

ART & BEAUTY MAGAZINE
KITCHEN SINK PRESS

"When a painter is unfaithful to his experience in order to meet a conventional demand of the period's taste, his talents are betrayed."
—John Berger

What is the nature of art?

This work by Robert Crumb (more than a magazine, it's an instruction book) explores just that. Anyone who is an artist or aspires to be an artist (either in or outside of the comic medium) must read this. Not only does **Art & Beauty** feature fantastic illustrations by Crumb, but explanations of his figure studies and quotes from artists and philosophers explaining the nature of art. More than a showcase of Crumb's talent, this is an essay on art. It may not definitively answer the question, but Crumb provides enough material for you to figure it out for yourself
—Benn Roy

"A 'mainstream,' for better or worse, undeniably exists: better, because mutuality and reciprocity, which form the foundation of all civilized interaction, require agreed-upon norms, and worse, because a mainstream can become a tyranny of majority values. Alternative narratives continually take on new importance by redefining the mainstream to include themselves (as Courbet did). Artists' creative struggle to reconcile their individual imaginative life with their social existence can—through the empathetic reading of viewers—affect the level on which others experience events."
—Jonathan Fineberg
"Art Since 1940"
(1995)

faves 15

Each month, the critics at ***FAN*** *get together and vote on titles which have remained consistently good from the ones that [illegible] in the past. This list is not based on [illegible] price speculation, this list simply comprises [illegible] that make it to the top of our reading stacks each month. So please, no wagering. Just look at [illegible] our* ***FAN RECOMMENDED READING LIST***

1 **BATMAN: THE LONG HALLOWEEN** • DC
2 **KURT BUSIEK'S ASTRO CITY** • Image/Homage
3 **THE BATMAN & ROBIN ADVENTURES** • DC
4 **JLA** • DC
5 **GEN13** • Image
6 **STARMAN** • DC
7 **SUPERMAN ADVENTURES** • DC
8 **THE UNKNOWN SOLDIER** • DC/Vertigo
9 **ADVENTURES OF SUPERMAN** • DC
10 **STRANGERS IN PARADISE** • Image/Homage
11 **THE SHADE** • DC
12 **HOUSE OF SECRETS** • DC/Vertigo
13 **GENERATION X** • Marvel
14 **X-MEN** • Marvel
15 **UNCANNY X-MEN** • Marvel

Special JONNY QUEST preview by
TOM BIERBAUM, GENE HA,
& ANDREW PEPOY!

CARTOON NETWORK

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JONNY! WHAT ARE YOU DOING?
CREATING AN OPTION
THE FOOL! HE'S GOING TO KILL US BOTH!
THIS WILL NOT WORK, JONNY! THAT CRAFT IS NOT POWERFUL ENOUGH TO SUPPORT YOUR WEIGHT!
YEAH, BUT IT'LL BE ENOUGH TO BREAK MY FALL!
OR YOUR NECK
RIGHT, AS LONG AS SOMETHING GETS BROKEN
KRSH

SURROUND THE BUILDING!
NOW WE HAVE THE CUR! TORCH THE BUILDING! BURN HIM ALIVE!
LOOK OUT
WHAT MANNER OF VEHICLE...?
IT'S A WATSON ROADSTER, AN INDY CAR, EARLY '60s.
THIS BABY WILL BREAK 200 DOWN THE STRAIGHTS. IT CAME TO ME IN ONE OF MY DREAMS ABOUT INFINITY, SO I PROGRAMMED IT IN.
VROWWW
CHOW CHOW CHOW
THE ROADSTER!
CHOW CHOW
LOOK OUT, JONNY! THEY HAVE BEATEN YOU
NOT YET, THEY HAVEN'T! WHAT'S THAT PLANE? A SPITFIRE?
I SAW THAT PLANE IN ONE OF MY DREAMS! IT WAS A GOOD GUY!

FORECAST

SUPREME #41
Image Comics/Extreme/now Maximum Press (it's a long story)
Cover Date: August, 1996
Writer: Alan Moore
Artist: Joe Bennett on pencils/Norm Rapmund on inks
Current Guide Price: $2.50 (what a bargain!)

Alan Moore is known for many things, and one day (a day quickly approaching from the likes of things) he'll be known for his work at Extreme, now Maximum Press. (We told you it was a long story, now quit bugging us!) **Supreme**, as a character and a comic book, had existed for several years and 40 issues before Moore took the reigns, but it is with issue #41 that **Supreme** was brought to life. There were a lot of skeptics out there that either didn't believe he could pull it off or didn't care. When this issue hit the stands it disappeared and a call for a second print was made. Look for this book down the road to be the be-all, end-all when it comes to the revised, and infinitely more interesting, first true appearance of Supreme. (As an extra added bonus, there are two covers to this one, so put on those hunting hats and seek these out!)

ALAN MOORE
SUPREME
Complete in this issue:
SEE THE MAN OF MAJESTY CONFRONTED by "THE LAND of a THOUSAND SUPREMES!!"
A Great 3-PART Novel!

FLASH BACK

MARVEL COMICS SUPER SPECIAL #1 KISS
MARVEL COMICS 1977
Writer: Steve Gerber
Artists: Alan Weiss, John Buscema, Rich Buckler, Sal Buscema
Current Guide Price: $60.00

Ok, the price is a little steep for a quick, enjoyable read, but the stories contained here are available in reprint from Marvel as a trade paperback, so you can still follow the adventures of the Kings of the Nighttime world. The initial charm of this comic/zine is that it was "Printed in real KISS blood." Yup, it says so on the cover, so it must be true. Plus, inside there are photos of the band donating that essential fluid for our reading enjoyment. Also, the package includes an editorial by Steve (**Howard the Duck**) Gerber about how unhip he is with current music (current in 1977, that is), a biography of Dr. Doom (the villain out to get KISS), an ad for Air Laveria (Dr. Doom's country), a pin-up, and the history of KISS (with a discography). But aside from that, there's the story. A young Gene, Paul, Peter, and Ace (four disenfranchised youths, a la Marvel '70s-style) end up with some talismans that give them the power of the Demon, Starchild, the Cat, and Space Ace, respectively. However, Dr. Doom believes the powers of the talismans are rightly his, so now he feels KISS belongs to him. However, they disagree and end up on a journey of self-discovery (very '70s). The Marvel heroes stay out of it on the advice of Dr. Strange, as the band battles Mephisto as well as Doom. By the end, the desire to rock-n-roll all nite and party every day wins out over the desire for ultimate power and world domination. Too cool!

BEHIND the SCENES

Aztek (above) and DC's JLA

THIS MONTH... JLA AND AZTEK!

The JLA is cooler than it's ever been thanks to the team of Grant Morrison, Howard Porter, and John Dell. Each issue wows to the max. So it's time for an extra special prize this month for one lucky winner—the script to **JLA** #6, direct from writer Grant Morrison to us to you. In addition we'll throw in the Morrison/Millar script to **Aztek** #8, free of charge. Both scripts are signed by their respective writers and offer a behind the scenes look at the comic writing process. So whip out those pens and mail off to the following

Just send your name, address, and age to Gemstone Publishing, Inc., Behind The Scenes—JLA and Aztek, 1966 Greenspring Drive, Suite 405, Timonium, MD, 21093.

No purchase necessary. All entries become the property of Gemstone Publishing, Inc. and cannot be returned. **Entries must be received by May 1, 1997, which is the closing date of the contest.** Winners will be selected no later than May 15, 1997. Odds of winning will be determined by the number of valid entries received by Gemstone Publishing, Inc. by the closing date of the contest. Normal **FAN** contest rules apply. All taxes, duties and state fees are the responsibility of prize winner. JLA & Aztek are ™ and © 1997, DC Comics

OUT of WORK

Starfire.

DC Comics must like the name, having introduced no less than four characters so titled. First come the Russian superhero who teamed up with the original Teen Titans in **Teen Titans** #18 (Nov-Dec 1968). Next was the villainess of the **Supergirl** series, first appearing in **Adventure Comics** #404 (Feb-Mar 1971). The third Starfire, and the focus of this article, was the rebel freedom fighter introduced in **Starfire** #1 (Oct-Nov 1976) who sought to rid her world of the monsters that enslaved it. The fourth and last Starfire first appeared in **DC Comics Presents** (Oct 1980) and is a founding member of the New Teen Titans.

The second Starfire.

In 1976 DC Comics wanted a "Sword & Sorcery" hit like Marvel's **Conan**, and in spite of several attempts (**Nightmaster**, **Beowulf**, **Claw**, **Stalker** and **Warlord**), DC had yet to find the formula. (Mike Grell's **Warlord** went on to a successful 12 year run, but DC didn't know that in 1976.) **Starfire** should have been a success, having both an interesting premise and talented creators. "Good Girl" artist Mike Vosburg, then an unknown newcomer, penciled the entire series. Unfortunately, four talented writers provided scripts for **Starfire**'s eight issue run—David Michelinie, Elliot S. Maggin, Steve Englehart & Tom DeFalco. Far too many cooks in the kitchen, so to speak.

As Starfire's quest to rid her unnamed world of the monstrous Mygorg and Yorg progressed, she amassed ever more followers and weapons—and less and less costume! Readers quickly figured out that Mike Vosburg *knew* how to draw women! The writers also contributed to the sexual tension in the series—many of Starfire's followers were more interested in the conquest of the heroine than the monsters that ruled their world. In fact, it was long rumored that DC had produced a comic too hot for the Comic Code Authority, as the CCA's approval seal was missing from issue #1. As it turns out, the stamp simply fell off the cover, and no one noticed until after the book had shipped.

The questions of whether Starfire would choose a lover and rid her world of the Mygorg and Yorg remain unanswered, as the series was abruptly canceled with issue #8. Yet Starfire managed to stand out in a crowded field, and with the right team, could make a solid comeback. Hey DC, how 'bout a Starfire reunion (ALL of them!) in the pages of the **Teen Titans**?!

by Tony Starks

WHAT'S

MARK CRANE
LEE'S COMICS
PALO ALTO AND SAN MATEO
TO CONTACT LEE OR MARK,
3783 EL CAMINO REAL
PALO ALTO, CA 94306
415.493.3957
FAX 415.493.1030
E-MAIL lee@lcomics.com

Once again we have a new report to look over the hits and misses that happen every month in the comics biz. This month is very short as there was little of exceptional note about which to write. I managed to find a few...

ACCLAIM

Okay, by now we have seen the majority of new titles that Acclaim re-launched, and I must say that most of them are better than I thought they'd be. The latest comics I received have been **Magnus**, **Man of the Atom**, and **Eternal Warriors**. With each of these titles, I ordered 20 copies apiece and received 10 variants for each title with my order. In each case, all orders sold out in the first week except for **Eternal Warriors** which sold 17 of our 20 copies. I read all three titles and liked them all, with **Man of the Atom** leading the pack as the most intriguing new storyline of all the new Acclaim titles. If you liked any or all of the previous Valiant incarnations of these characters, then I recommend you try the first issue of any of these titles. They are better than expected! • Now Acclaim is trying to start a few new titles along with the relaunch of the old. The latest is **Quantum and Woody**. I liked it! The story in the first issue was told in flashback spurts about how these characters grew up together and how it defines their relationship in the present. Very refreshing and funny. Sales were 12 out of 20 copies ordered on mated-style comics, then this is the sure pick. •

DARK HORSE

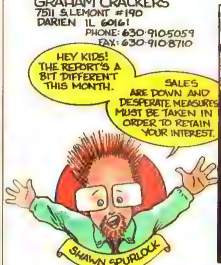
The big seller this month for Dark Horse was the **Star Wars: A New Hope-Special Edition** #1 and the *Star Wars* movie trade paperbacks. **New Hope** #1 sold 75 copies in the first month and promises to maintain this level. The trade paperbacks generally sold out in the first week at 10-12 copies each. *Star Wars* continues to make everyone money. Thanks, George!

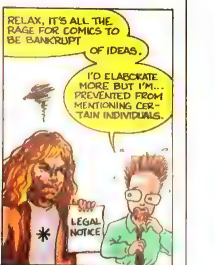
DC COMICS

As usual, DC gets one of the largest sections due to too many quality titles. By adhering to the standards set by **Batman Adventures**, DC has successfully launched another animated-style comic book. **Adventures in the DC Universe** was well received at our stores with sales at 45 copies out of 60 in the first week. If you like any of the Vertigo has done it again with **Heartland**. The protagonist, Kit, became popular in **Hellblazer** as John Constantine's girlfriend. The reason I liked it is because it was a very well-written and drawn comic book that actually made me interested in characters that I am unfamiliar with, and it was all contained in a single issue! Anyway, fans of Garth Ennis and Steve Dillon should be sure to pick up this "sleeper" title of the month. Sales were 40 out of 55 in the first month. • My personal pick of the month for best artwork is **The Shade** #1 by James Robinson and Gene Ha. It's a masterpiece! To start, the art by Ha was extremely lifelike and moody as all get out. Very detailed and very crisp. The story by Robinson read very well ...more like flowed. (this Market Report continued on page 118)

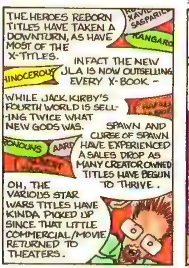
WHAT

GRAHAM CRACKERS
7511 S. LEMONT #190
DARIEN IL 60561
PHONE: 630-910-5059
FAX: 630-910-8710

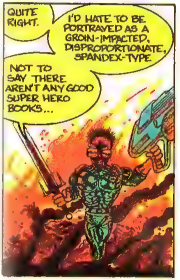

HEY KIDS! THE REPORT'S A BIT DIFFERENT THIS MONTH.
SALES ARE DOWN AND DESPERATE MEASURES MUST BE TAKEN IN ORDER TO RETAIN YOUR INTEREST.
SHAWN SPURLOCK


RELAX, IT'S ALL THE RAGE FOR COMICS TO BE BANKRUPT OF IDEAS.
I'D ELABORATE MORE BUT I'M... PREVENTED FROM MENTIONING CERTAIN INDIVIDUALS.
LEGAL NOTICE
* ENTIRELY DIFFERENT FERLMAN

OUR SOLUTION, MAKE THE REPORT A COMIC.
I WOULDN'T BE ABLE TO IMPART AS MUCH INFORMATION, BUT I ALSO WOULDN'T BE DRAWING IT.
THAT HONOR FALLS ON THE SHOULDERS OF MY BUDDY MIKE.
I OWE HIM MONEY.
GET CRACKIN' CHINAMAN.


THE HEROES RETURN TITLES HAVE TAKEN A DOWNTURN, AS HAVE MOST OF THE X-TITLES.
IN FACT THE NEW JLA IS NOW OUTSELLING EVERY X-BOOK -
WHILE JACK KIRBY'S FOURTH WORLD IS SELLING TWICE WHAT NEW GODS WAS.
SPAWN AND CURSE OF SPAWN HAVE EXPERIENCED A SALES DROP AS MANY CREATOR-OWNED TITLES HAVE BEGUN TO THRIVE.
OH, THE VARIOUS STAR WARS TITLES HAVE KINDA PICKED UP SINCE THAT LITTLE COMMERCIAL/MOVIE RETURNED TO THEATERS.
KAVIN SASPARILLA
KANGAROO
HINGECROUCH
HALF-BAKED
BONGOUNS
ANNO
TOILET

BOY, THERE SURE WAS A LOT OF "IMPARTING" GOING ON IN THAT PANEL, WASN'T THERE KIDS?
I BET IT'S HARD TO DO ALL THAT LETTERING IN SUCH A TINY SPACE!
YOU REALIZE I CAN MAKE YOU LOOK GOOFY DON'T YOU?


QUITE RIGHT.
I'D HATE TO BE PORTRAYED AS A GROIN-IMPACTED, DISPROPORTIONATE, SPANDEX-TYPE
NOT TO SAY THERE AREN'T ANY GOOD SUPER HERO BOOKS...

THAT'S ALL KIDS! BE HERE NEXT MONTH WHEN I DO THE REPORT ENTIRELY IN BRAILLE.
HOW ABOUT RORSHACH BLOTS?
TOO INSCRUTABLE.
WAS THAT AIMED AT ME?
OF COURSE NOT. HEY, DO YOU REMEMBER UBBI-DUBBI?
YOU FRIGHTEN ME.
DUBARN! THUBAT'S THUDE UBEND!

WANT MORE? http://www.inil.com/users/fuesz/graham.htm

It definitely left me anxious for the next issue. I urge all **Sandman**-type fans to try the first issue. I guarantee you'll love it! (In all fairness, I have to say it was Steven Chung who recommended this title to me.) • **Superman** #122 starts the next mess with Superman's status quo. The marriage storyline flopped in sales, but it looks as if this new look for Superman is going to be hot, as fans are already buying up all issues of this title and **Adventures of Superman** #545, the first two prequel chapters. Mark my words, Superman will be back to normal within a year. Two years tops! I mean, how long did they keep his hair long? I reordered pretty heavily and expect to report on the big event next month. • Lastly, **Thrillkiller** #3 is finally out and sold just as well as the previous two issues. 100 copies gone in the first week. If you missed out, look for TPB in about five or six months; it's really worth your time.

HOMAGE COMICS

Astro City and **Leave it to Chance** are continuing to gain popularity. Sales for **Astro City** have been around 100 per month and **Chance** is selling about 80 per month. Great job, you guys! But try to watch the late shipping willya?

MARVEL COMICS

All the Heroes Reborn titles are continuing to sell large numbers. **Avengers** #6 sold particularly fast due to the FF crossover story. • **Daredevil/Batman** turned out to be a disappointment. I thought that the story did not portray either character true to form. Fans have been waiting for a meeting between these two characters for a long time. I think everyone was hoping for something like **Batman/Captain America** where the two lead heroes develop admiration and respect for each other. What we got was a brawl with a couple of thugs. I ordered 90 copies and sold half in a month. • Conversely, **Hulk/Pitt** sold extremely well at 65 copies in the first week, at $6 a pop! I attribute the high sales due to the rematching of Peter David and Dale Keown on this book. Thanks, Guys!! • **Spider-Man: Hobgoblin Lives** concluded with #3 revealing sniveling Roderick Kingsley to be the Hobgoblin all this time. Well, they had me fooled. I just have a hard time with a fashion designer being a super villain. • On a positive note, Marvel has managed to write in one of the better supporting heroes in the Marvel Universe, Shang-Chi, to the **X-Men** in issue #62. With the post-Onslaught storylines going on, this is a perfect time for many of Marvel's obscure characters to earn their copyright. Hopefully, characters like Stingray and Brother Voodoo won't be making a comeback, though I'm holding my breath since I just saw the Aquarian in the latest **Spider-Man Team-Up**.

MAXIMUM PRESS

I generally have a hard time selling large amounts of a new Maximum Press title, but the **Battlestar Galactica: Special Edition** sold very well at 30 copies in the first week. It was written and painted by Chris Scalf. The art sold the book right away. All I had to do was open the comic and the customer was sold. Good going, Chris!

10¢ SALE REPORT

On the 15th through 17th of February, Lee's held a special clearance sale where the big draw was comics for a dime! You heard right! By the end of the third day we had sold over 10,000 comics at a dime each. Plus, we had two special sections guaranteed to whip the customers into a frenzy. Graphic novels and TPB's for only a buck, and clearance packs of cards at 5 for a dollar. To top it off, Bob Burden of **Flaming Carrot** fame was on his way to San Francisco for the first time and just happened to drop by. He'd never heard of us before and he was just looking for some new comics to buy. He signed all the remaining copies of **Flaming Carrot Annual** #1 I had in the store (One copy. What can I say? It sold well.), which proudly sold to one of my favorite customers, Julie Larsen. Thanks for coming by Bob!

FINAL COMMENTS

I wanted to thank Jeph Loeb and Tim Sale for sending me a signed copy of **Batman: The Long Halloween** #4. Thanks a lot, you two! Keep up the great work. Next month's report will be much larger due to all of the big events coming up. Look for it!

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FAX 203-368-3122

MOTOR CITY COMIC-CON

As you read these words I will be on my way back from Australia and on my way to Motor City Comic-Con, the true kick-off event for the show season. Motor City's Spring show is the place to be if you want to meet comic professionals. The show's in 6 weeks in 4 different time zones, so they take time to talk and schmooz.

I don't want the Novi City Council to get mad or anything, there are a lot of great places to eat near the convention center, but not a whole lot of night life. So most conventioneers staying at the Sheraton, or whatever it is near the convention center, hang out at the bar at the hotel. It's a nice little bar with an atrium lobby and indoor pool. When you belly up to the bar, it's quite likely you'll find yourself drinking with Bernie Wrightson, Terry Moore, Charles Vess, or any number of cool comic pros. Eventually the entire atrium turns into one big cocktail party, much to the chagrin of the hotel staff, who don't let these parties go past 2-3 am.

GROWING SALES AND WORTH IT

Sometimes the best comic books take a little time to find their audience, or rather their audience to spread the word and build a following. **Cavewoman** from Caliber, **Astro City** from Homage, and **Akiko** from Sirius, are excellent examples that are really hitting their stride "buzz"-wise. People are talking about these comics and looking for the back issues they missed only a year ago or less and finding availability very limited. These three comics put the fun back in funnybook.

LIVE FAST, DIE YOUNG, LEAVE A GOOD LOOKING CORPORATE SHELL.

Who would have thought the first company to fold in 1997 would be Heroes World? The bad service a lot of retailers complained about wasn't something I dealt with much. My secret? Instead of placing orders, I just bought extra books I needed on the secondary marketplace. Everything you need is out there, sometimes it takes as many as three or four phone calls to find it.

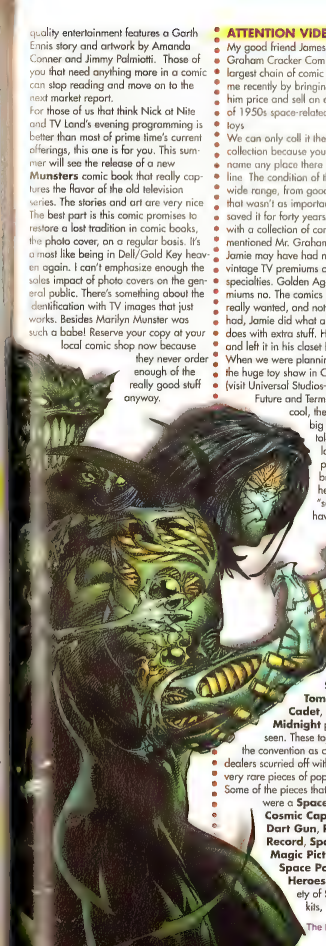
I'm a little sad to see Heroes World go down. I was Purchasing Manager for HWDC back in 1992-1993, a very busy time in the industry. At the time, HWDC was the finest regional distributor in the business with very high levels of customer service and retailer loyalty levels. All the hard work that a lot of good people put in over a long time has gone for nothing. Now I know how then men who built the Titanic felt, when they turned the ship over to the sailor who promptly hit the iceberg and sank the unsinkable.

FUTURE PLUGS AND OTHER HYPE

Check out these cool comics heading your way soon. The great guys at Event have the year's first hot, hot, hot crossover with **Painkiller Jane Vs the Darkness**. This con't miss book for

quality entertainment features a Garth Ennis story and artwork by Amanda Conner and Jimmy Palmiotti. Those of you that need anything more in a comic can stop reading and move on to the next market report.

For those of us that think Nick at Nite and TV Land's evening programming is better than most of prime time's current offerings, this one is for you. This summer will see the release of a new **Munsters** comic book that really captures the flavor of the old television series. The stories and art are very nice. The best part is this comic promises to restore a lost tradition in comic books, the photo cover, on a regular basis. It's almost like being in Dell/Gold Key heaven again. I can't emphasize enough the sales impact of photo covers on the general public. There's something about the identification with TV images that just works. Besides Marilyn Munster was such a babe! Reserve your copy at your local comic shop now because they never order enough of the really good stuff anyway.



ATTENTION VIDEO RANGERS!

My good friend James Graham of Graham Cracker Comics, the nation's largest chain of comic shops, honored me recently by bringing me in to help him price and sell an extensive collection of 1950s space-related premiums and toys.

We can only call it the Billy Fuller Space collection because young Billy wrote his name any place there was a signature line. The condition of the pieces fell in a wide range, from good to near mint, but that wasn't as important as him having saved it for forty years until he sold them with a collection of comics to the aforementioned Mr. Graham.

Jamie may have had nine stores, but vintage TV premiums are not one of his specialties. Golden Age comics yes, premiums no. The comics being what he really wanted, and not realizing what he had, Jamie did what any comic retailer does with extra stuff. He put it in bag and left it in his closet for a few years. When we were planning a trip to FX'97, the huge toy show in Orlando Florida (visit Universal Studios—the Back to the Future and Terminator rides are cool, the Jaws ride is a big time lame-o), I told Jamie about the latest old rings and premiums I would bring with me and he mentioned "some stuff I should have you look at."

The small plastic shopping bag of "stuff" he brought to Florida was the most marvelous collection of **Space Patrol**, **Tom Corbett Space Cadet**, and **Capt. Midnight** premiums I'd ever seen. These toys were the hit of the convention as collectors and dealers scurried off with some of these very rare pieces of pop culture history. Some of the pieces that sold right away were a **Space Patrol Cosmic Cap**, **Space Patrol Dart Gun**, **Roky Jones Record**, **Space Patrol Magic Picture** card sets, a **Space Patrol Space Heroes** card set, a variety of **Space Patrol** kits, including the **Totem Head/Mars Alien**, **The Space Helmet Space Cockpit**, and **Periscope** items still available include **Space Patrol Binoculars**, **Terra V Film Projector** (shaped like a rocket), **Capt. Midnight Shaker Mug**, **Space Patrol SQ Peel-Off Patch** (never used), **Space Patrol Badge**, **Tom Corbett Space Cadet Rocket Ring** (white gold), **Space Cadet Patch**, **Space Patrol Metal Coin Holders** (one empty, one full with all appropriate coins—moon, Mars, & Saturn), **Space Patrol Handbook**, and the **Space Patrol Diplomatic Pouch** that included the full paper coin album, full stamp album, membership card, and five unused sheets of **Space Patrol Stationary**.

It was quite a find. That doesn't include the things Jamie won't sell, like his **Supermen of America Membership Kit** and the **Captain Marvel Two-Way Membership Card**.

That's all for this month. Keep searching those attics. This stuff is out there, all you have to do is find it. Then call me, we'll talk!

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Email: united@nectar.com.au

"Why isn't "phonetic" spelt the way it sounds?"

As the heatwaves continue to sweep throughout Australia, the comic shop continues to be the coolest place to hang out. So what has been burning a hole through Aussie wallets this past month?

DC COMICS

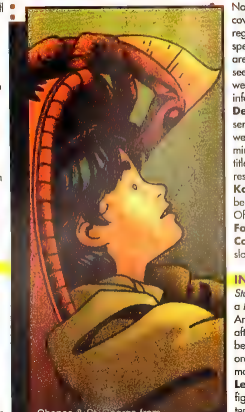
Batman's **Long Halloween** has continued to be the greatest reason for a holiday a month. Tim Sale and Jeph Loeb are a dangerously crafty combination. • **Adventures in the DC Universe** has sold out, with customer demand skyrocketing for this title. • **Unknown Soldier** and **The Shade** are two new titles that have also been on the must-have list for many of our customers. • **Superman** sales have been increasing steadily in anticipation of the new costume change. However this has been more, because it's a major event on par with The Death, and some customers are grudgingly going for it. Non-regular customers are picking up

The Darkness

for the collectability, whereas diehard **Superman** fans are mixed. We have had a great disappointment from many regulars who lament over what they call the Ray/Gambit/Superman. One thing's for sure, the changes bear looking at. • **JLA** continues to be a sellout every time, with **Justice Riders** also reflecting a markedly high interest. It seems that customers are hearkening to the golden oldies of superheroes (see Marvel's **Thunderbolts**). • **Heartland** was well-received but did not sell as many as we thought. Ennis-fever is still fairly high though. • Helix titles are losing customer interest, whereas Vertigo titles are remaining on par. • DC is consistently providing a wide range of titles that make any recommendation easy. Titles that are not always mentioned but still fan favorites include **Aquaman** and **Spectre**

IMAGE COMICS

All hail the return of **Hellshock**! Joe Lee's baby has grown, and what a beauty it is. The artwork and researched story had old **Hellshock** fans running and new ones not far behind. I did not get many customers turning from this recommendation! • **Astro City** continues to build its fan base. • **Leave It To Chance** is also a hot-to-trot title. • **Spawn** and **Witchblade** continue to be our mainstays, although **Curse Of The Spawn** #5 had some regulars shocked! • Devil's Reign has sold OK, but we were hoping that the combination of Top Cow and Marvel would be a bit more spectacular. • We have the OzCon Convention occurring March 1 and 2 featuring Jim Lee, Whilce Portacio, and Travis Charest, so interest in comics by these gentlemen has been quite high.



Chance & St. George from *Leave It To Chance.*

MARVEL COMICS

Mephisto helps the Marvel Universe by invading it? Judging by sales, the Devil's Reign has been a good seller but perhaps could have been better. **Weapon Zero/Silver Surfer** sold out and **Wolverine/Witchblade** is close to doing the same (hey any shot of Nottingham kissing Sara is worth the cover price! mmm Nottingham). • The regular **X**-titles are selling, but it's the special one-shots and mini-series that are not doing as well. Customers seem to prefer when the mini-series were less regular and contributed vital information to the storylines. • The **Deadpool** and **Elektra** regular series have not been the high sellers we expected, so where new Marvel minis go will be intriguing. • **Spidey** titles have been gaining fans since the resolution of the clonage confusion. • **Ka-Zar** and **Thunderbolts** seem to be the more eagerly awaited titles. • Of the Heroes Reborn line, **Fantastic Four** sells out without fail and **Captain America** sales are slowing.

IN GENERAL

Star Wars is hot! hot! hot! as we have a March release date for the movies. Any merchandise is being sought after. • Our independents sales have been increasing as more regulars order through **Previews**. • We need more **Sin City**; **Lost Lonely and Lethal** was such a tease! • Action figures, such as Battlestar Galactica, tend to sell very well over the first weekend out! • By unanimous consent, *Mars Attacks* was damn funny! • Without a doubt, *Star Wars* and **Superman** are the main things on customers' minds as they shop. • With so much happening every month, we hope that everyone around the world is having as much fun as we are! Till next month... ✚

CONVENTION LISTINGS

Pittsburgh Comicon, April 18-20, Pittsburgh ExpoMart.

Admission: $10/Day, $25/Three-day Pass. Advance tickets available from TicketMaster Charge-by-Phone @ 412-323-1919. Tournaments: Star Wars, Overpower, X-Files, and Magic:TG Type III ($2,000 First Prize). Over 200 Dealer and Publisher Booths, Charity Auctions, All-Ages Charity Casino Night. Guests include: Rob Liefeld, Billy Tucci, Carmen Elektra, Dave "Darth Vader" Prowse, Everette Hartsoe, Jimmy Palmiotti, Amanda Connor, Ray Lago, Dan Fraga, Susan Van Camp, Brian Pulido, Steven Hughes, Jason Jansen, Justinano, Michael Turner, David Whol, D-Tron, Everette Hartsoe, Charles Vess, Mike Heisler, Rob Prior, Ed Beard Jr., Brom, DC Comics, Decipher, London Night, Diamond, Wizards of the Coast, + many yet to confirm. For More Info: Pittsburgh Comicon, 1002 Graham Ave., Windber PA 15963, PH: 814-467-4116, FAX: 814-467-4416.

Koala-Con

April 20th, May 25th, July 13th 1997
Place: Wickliffe, OH. Comic Book Non-Sport Show. American Legion Post #7. 29919 Euclid Ave Route 20, 2 miles east of I-90 at exit 186. Show Time 10:00am to 4:00pm. Setup time: 8:00am to 9:45am. There will be refreshments for dealers before show. Tables $5 w/Backboard space for $50.00. Admission $2.00, children 6 and under free. You will see golden age, silver and new comic books, computer demo, toys old new, pulps more. There will be food and beverage during the show. The first 10 people in the will receive a special door prize, then every hour a door prize will be given out. For more info contact: Patsy and Joe, Roo Comics, 1392 Bennett Rd. Madison, OH 44057. 216-428-8118 or by fax 216-428-9651. We also buy toys, comic books: Golden age, Silver, new-we come to you. You must state your asking price when calling. We are selling wholesale comic books too.

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CONTEST WINNERS

FAN # 17
Barry Windsor Smith Contest

Matt Davidson Birmingham, AL Age 23 **Winner**	Bill Elrick Fort Wayne, IN Age 23 **Winner**	Bryan Fields Walterboro, SC Age 21 **Winner**
Bob Gegan Sterling, VA Age 30 **Winner**	Dawn Kennedy Chugaik, AK Age 26 **Winner**	Erik Lawn Elk Grove Village, IL Age 22 **Winner**
Judy Lloyd Irving, TX Age 31 **Winner**	Robert McPhaul Philadelphia, PA Age 26 **Winner**	Ty Miller Fremont, MI Age 24 **Winner**
Rich Panek McHenry, IL Age 36 **Winner**	Stanley Rutkowski Utc, NY Age 48 **Winner**	Randy Sargent Cutler, OH Age 24 **Winner**
Walter Schmardel West Haven, CT Age 37 **Winner**	Jeff Slager Woodstock, OH Age 24 **Winner**	David Smith Savannah, GA Age 43 **Winner**
Stephen Sorrentino San Diego, CA Age 41 **Winner**	Paula Tripodi Trinidad, CA Age 37 **Winner**	Randy Vollmer Massapequa, NY Age 45 **Winner**
Theo Ward Fair Oaks, CA Age 22 **Winner**	David Zicherman Wilmington, DE Age 35 **Winner**	

FAN # 19
Battlestar Galactica Contest

Laura Inglis
York, PA
Age 28
Grand Prize

Spawn Toys Contest

George West Big Creek, KY Age 22 **Grand Prize**	Emelia Dahl Manassas, VA Age 42 **First Prize**	Cliff Davis Madison, AL Age 33 **First Prize**
Danny Olsson Taylor, MI Age 36 **First Prize**	Willie Williams Asheville, NC Age 69 **First Prize**	

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742 MANCHESTER
SAN ANTONIO, TX 78216
210.341.5047

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2204 HAVILAND AVE
RICHMOND, VA 23229-1120
804.270.2465

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PO BOX 51673
NEW BERLIN, WI 53151-0673
414.789.0227

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P.O. BOX 49
CHISOLM, MN 55719
218.254.3763

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3402 DIAMOND CIRCLE
LEXINGTON, KY 40517
606.272.2914

LEE'S COMICS
LEE HESTER/MARK CRANE
3783 EL CAMINO
PALO ALTO, CA 94306
415.493.3957

LION AND UNICORN
KEVIN FREEMAN
3001 CRESTWOOD BLVD.
SUITE 804
BIRMINGHAM, AL 35210
205.591.6300

MARVIN ROSENBERG
SCOTT WHALEY
71 GRACE AVE. #21
GREAT NECK, NY 11021
516.466.8147

METRO COMICS
JOE PALLADINO
15 W ANAPAMU
SANTA BARBARA, CA 93101
805.963.2168
805.966.2671

MICK RABIN
P.O. BOX 15112
SAN DIEGO, CA 92175-0112
619.284.3730

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PETE KRIENER
99 MT. AUBURN ST.
CAMBRIDGE, MA 02138
617.492.6763

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BILL POWERS
8300 OAK ST.
NEW ORLEANS, LA 70118
504.865.9800/MORE FUN
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7511 SOUTH LEMONT ROAD
SUITE 190
DARIEN, IL 60561
708.910.3069
708.668.3355

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STE 223 19785 W 12 MILE ROAD
SOUTHFIELD, MI 48076
810.350.2633
810.354.3181

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CHRIS CONKLIN
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AURORA, IL 60504
708.898.7171

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TODD MCDEVITT
20550 ROUTE 19 PIAZZA CITY
CRANBERRY
EVANS CITY, PA 16066-7520
412.776.0433

NEW MYTHOLOGY
PAUL CASTROVILLO
1726 BROADWAY
BOISE, ID 83706
208.344.6744

NOSTALGIA COLLECTIBLES
CARROLL GRIMES
527 WILLAMETTE ST
EUGENE, OR 97401
503.484.9202

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JOE DUNCAN
5800 BROADWAY SUITE 205
SAN ANTONIO, TX 78209
210.805.9600

NOW AND THEN COMICS
BRIAN D. POWELL
2089 CATWOOD CIRCLE
LEXINGTON, KY 40504
606.277.8042

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TALLAHASSEE, FL 32308
904.386.6306

PRAIRIE DOG COMICS
MARC BROWN
2150 WEST MAPLE STREET STE 240
WICHITA, KS 67209
316.942.2456
316.946.0151

QUANTUM COMICS/MARKETING
KEVIN J. CLEARY
2490 BLACK ROCK TPK #290
FAIRFIELD, CT 06430
203.366.8199
203.368.5132

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P.O. BOX 2227
LOUISVILLE, KY 40201-2227
502.451.4860

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P.O. BOX 217
CRYSTAL BAY, NV 89402-0217
702.831.4848

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RICK WILSON
717 W WHITE DR
ARCHDALE, NC 27263
919.431.4823

RON MCCLURE
4408 SHALLOWFORD RD
CHATTANOOGA, TN 37421
615.490.0901
615.954.1798

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GREG FARRIS
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SAN DIEGO, CA 92115
619.280.7177

MATT SCHIFFMAN
P.O. BOX 2171
WILSONVILLE, OR 97070

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CURT COLLINS
4286 N. STATE ST.
JACKSON, MS 39206
601.362.8001

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74343.565@COMPUSERVE.COM

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BILL AND SHIRLEY FEIST
DAKOTA SQUARE MALL
MINOT, ND 58701
701.838.1494

THE COMIC BOOK STORE
MICHAEL TIERNEY
9307 TREASURE HILL
LITTLE ROCK, AR 72207
501.227.9777

THE COMIC WAREHOUSE
JIM BRAZELL
9617 MENAUL BLVD. NE
ALBUQUERQUE, NM 87112-2216
505.293.3065
505.237.1000

THE FUNNY PAPERS
KELLI STANLEY
3957 GEARY AVE.
SAN FRANCISCO, CA 94121
415.752.1914

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LOUISVILLE, KY 40205
502.456.2216

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NEWBURGH, IN 47630-2298
812.858.5510

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313 S. STATE RD. #7
PLANTATION, FL 33317
305.587.8878

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VINCENT ZURZOLO, JR.
424 BEACH 104TH STREET
BELLE HARBOR, NY 11694

INTRO

Hello, welcome to the FAN Price Guide! We work night and day to insure that the prices listed in the following pages are the most accurate and honest reflection of the comic book market. Enter freely, and of your own will.

ABOUT PRICING

The prices shown in the price guide section represent an honest and responsible evaluation of current market values. The prices represent an average of dealer retail prices compiled from data supplied by the network of FAN Advisors. Prices often vary widely from region to region because supply and demand factors often vary. Therefore, each buyer and seller should determine prices based on both prices listed here and regionally specific supply and demand factors. The prices, particularly on more expensive books, are a "moving average" of the market prices realized over the past month. Prices are constantly being recorded and averaged prior to the release of each issue. It is important for collectors to understand that since the Overstreet price is an average, it will never be the same as the highest or lowest most recent sale price. Collectors attempting to sell some or all of their acquisitions at a wholesale price to dealers should remember that dealers buy comics in order to resell them to other collectors. Dealers most always pay a higher percentage for books which can be sold quickly and a much lower percentage for books in low demand. Dealers buy at a percentage that allows for their overhead, plus a fair margin of profit.

POLYBAGGED COMICS

It is the official policy of FAN to grade comics regardless of whether they are still sealed in their polybag or not. The polybag and it's entire contents may be preserved so that all components of the original product remain together.

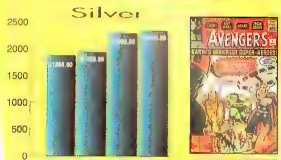
GRADING DEFINITIONS

The hardest part of evaluating a comic is being objective, and knowing what characters to look for. The Overstreet Price Guide published in this magazine shows the Near Mint (NM) price only. For an expanded list and definition of grades, see the Overstreet Comic Book Price Guide. Very Important: A book must be graded in its entirety, considering all defects. Do not grade the cover alone. A book in any of the grades listed must be in Original Unrestored Condition. Restored books must be described as such for an expanded definition.

NEAR MINT (NM)

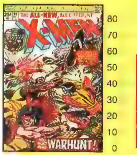
Nearly Perfect. Cover is flat with no surface wear. Cover inks are bright with high reflectivity and minimum of fading. Corners are cut square and sharp with ever so slight blunting permitted. Staples are generally centered, clean with no rust. Cover is well centered and bends secured to interior pages. Paper is supple and like new. Spine is tight and flat.

BOOKS ON THE MOVE



AVENGERS V1#1

Revenge is a dish best served cold, but Marvel's premiere superteam is still *hot hot hot!*



X-MEN (1ST SERIES) #95

Thunderbird buys it in this issue and you should too! (Wait, we said that wrong)

STRANGERS IN PARADISE V1#1

There's nothing strange about this book's success. Terrific art and story make Terry Moore's modern day romance comic a real treasure!

Contact us online at: PriceFAN @ aol.com

ABBOTT AND COSTELLO
Feb, 1968-No. 22, Aug, 1971
(Hanna-Barbera) Charlton Comics
1 .... 30.00
2 .... 23.00
3-10 .... 21.00
11-22 .... 15.00

ABOMINATIONS (see HULK)
Dec, 1996-No. 3, Feb, 1997 (1.50, limited series)
Marvel Comics
1-3 Future Hulk storyline 1.50

ABSOLUTE VERTIGO (see PREACHER)
1995 (.99, one shot, mature readers)
DC Comics/Vertigo
Winter '95 Previews of upcoming titles including Sandman Mystery Theatre, The Eaters, Ghostdancing & Preacher 1.00

ACTION COMICS
No. 202, Mar, 1955-Present
National Periodical Pubs/DC Comics
1-Reprint (1988, 50¢ c) 2.00
[illegible] 240.00
[illegible] 185.00
[illegible] 155.00
[illegible] 85.00
[illegible] 290.00
[illegible] 105.00
[illegible] 225.00
[illegible] 167.00
256-261: 261-Origin/1st app. Streaky the Super Cat 95.00
262, 264-266, 268-270 .... 85.00
263-Origin Bizarro World 115.00
267-3rd Legion app. (8/60) 380.00
271-275, 277-282: 282-Last 10¢ issue 70.00
276-6th Legion app. 155.00
283-Legion of Super-Villains app. 75.00
284-Mon-El app. 75.00
285-12th Legion app. (2/62) 75.00
286-290: 287-14th Legion app. ....
290-(7/62) 17th Legion app., Phantom Girl app. 45.00
291, 292, 294-299 .... 40.00
293-Origin Comet (Supermorse) 70.00
300-(5/63) 45.00
301-303, 305-308, 310-320 .... 25.00
304-Origin/1st app. of Black Flame (9/63) 28.00
309-Legion app.; Batman & Robin-c & cameo 25.00
321-333, 335-340 .... 18.00
334-Giant (G-20); origin Supergirl, Legion 40.00
341-346, 348-359: 344-Batman x-over 12.00
347, 360 (Giants G-33 & G-45) 34.00
361-372, 374-380: 377-Legion begins 9.00
373-Giant Supergirl (G-57); Legion-r 30.00
381-424: 411-Eclipso origin-r 8.00
[illegible] 12.00
425-436, 438, 439, 433-4-34 Legion 7.00
437, 443 (100 pg. giants) 12.00
[illegible] 6.00
442, 444-499: 454-40¢-on 3.50
500-Superman life story (1.00, 48 pgs.) 5.00
501-551, 554-582: 501-1st app. V-ron 3.00
552, 553-Animal Man-c/stories (2 & 3/84) 4.00
583-Alan Moore scripts 10.00
584-Byrne-a begins; New Teen Titans app. 2.00
585-599: 598-1st app. Checkmate 1.50
600-(2.50, 84 pgs.) 3.50
601-642 (1.50) [illegible]
643-Superman & Monthly title begin; [illegible]
[illegible]
[illegible]
[illegible]
[illegible]
[illegible] 1.75
[illegible] 2.50
[illegible]
683-Doomsday cameo 5.00
683 2nd & 3rd printings 1.25
684-Doomsday battle issue 3.00
685, 686-Funeral For A Friend issues; Supergirl app. 3.25
685 2nd & 3rd printings 1.25
687-(1.95)-Collector's Ed., with die-cut-c 2.50
687-(1.50)-Newsstand Ed., w/mini poster 2.00
688-699, 701-703-(1.50): 688-Guy Gardner-c/story. 697-Bizarro-c/story. 703-(9/94)-Zero Hour 1.50
695-(2.50)-Variant foil embossed-c 2.50
700-(2.95, 68 pgs.)-Fall of Metropolis Pt. 1 .... 3.00
700-Platinum 8.00
0,704-709: 0-(10/94). 704-(11/94) 1.50
710-721: 710-Begin 1.95-c. 714-Joker app. 719-Batman-c/app. 720-2nd print. 721 Mr. Mxyzptlk app. 723-Advent-c, Brainiac vs. Superman. 727-Final Night 2.00
720-Lois breaks off engagement 3.00
Annual 1 (1987)-Art Adams-a, Batman app. 6.00
Annual 2 (1989, 1.75)-Perez-c/a 2.00
Annual 3 (1991, 2.00, 68 pgs.) 2.00
Annual 4, 5 (1992, 93, 2.50, 68 pgs.) 2.50
Annual 6 (1994, 2.95)-Elseworlds story 3.00
Annual 7 (1995, 3.95)-Year One story 4.00
Annual 8 (1996, 2.95)-Legends of the Dead Earth; Bizarro-c/s 3.00

ACTION GIRL
Oct, 1994-Present (2.50/2.75, B&W, quarterly)
Slave Labor
1-[illegible] 2.50
4-9 (2.75) 2.75

ADAM-12
Dec, 1973-No. 10, Feb, 1976 (Photo covers)
Gold Key
1 .... 55.00
2-10 .... 28.00

ADDAMS FAMILY
Oct, 1974-No. 3, Apr, 1975
(Hanna-Barbera) Gold Key
1 .... 65.00
2, 3 .... 30.00

A DISTANT SOIL
Aug, 1983/Nov, 1989 (6.95/12.95)
Donning/Star Blaze
nn-(6.95)-"Immigrant Song" w/new material 7.00
nn-(12.95) TPB w/new material 13.00

A DISTANT SOIL
June 1991-Present (1.75/2.50/2.95, B&W)
Aria Press/Image Comics
1-8 .... 2.50
9-12: 9-Begin 2.50-c 3.00
13-17: 13-Begin 2.95-c. 14-[illegible] 15-Begin Image run 3.00

ADVENTURE COMICS
No. 200, May, 1954-No. 503, Sept, 1983
National Periodical Publications/DC Comics
200 .... 290.00
201-208 .... 235.00
209-Last pre-code; origin Speedy 265.00
[illegible] .... 2[illegible]
211-213, 215-220: 220-Krypto app. 210.00

THE ADVENTURES OF SNAKE PLISSKEN #1

[illegible] 250.00
[illegible]
[illegible]
[illegible]
[illegible] 125.00
[illegible]
261-265, 268, 270 .... 90.00
266-(11/59)-Aquagirl tryout (origin?) (not same as later character) 95.00
[illegible]
271-Origin Luthor retold 200.00
272-274, 276-281, 284, 287-289 ....
275-3rd Metallo. 288-Bizarro-c 75.00
[illegible]
[illegible]
283-Intro Phantom Zone 155.00
[illegible]
286-1st Bizarro Mxyzptlk; Bizarro-c 125.00
[illegible]
291, 292, 295-298: 295-Bizarro-c 55.00
293, 294: 293-12th Legion app. 1st Bizarro Luthor. 294-1st Bizarro M. Monroe, Pres. Kennedy 90.00
299-1st Gold Kryptonite (8/62) 65.00
300-Legion series begins (9/62) 350.00
301-Origin Bouncing Boy 115.00
302-305: 303-1st app. Matter Eater Lad 75.00
[illegible]
[illegible]
311-320: 316-Origins & powers of Legion 50.00
[illegible]
[illegible]
321-337, 346-Intro Cosmic Kid 16.00
352, 354-360 .... 11.00
353-Death of Ferro Lad. 7x Legion 25.00
361, 364, 366, 368-370 .... 10.00
365, 367, 371, 372: 371-Intro Chemical King 10.00
373, 374, 376-380: 380-Last Legion in Adv. 9.00
375-Intro Quantum Queen & Wanderers 10.00
[illegible]
[illegible] 6.00
390-403 (80 pg. giants G-69 & G-81) 15.00
401, 402, 404-410: 409-410-(52 pgs) 5.00
411, 413, 418, 419: 411-415, 417-420-(52 pgs.) 3.50
412-Origin/1st Animal Man/Str. Adv. #180 .... 5.00
414-r/2nd Animal Man/Str. Adv. #184 .... 3.00
415, 420-Animal Man-r/Str. Adv. #190, 195 .... 3.00
416-Giant DC-100 Pg. Super Spect. #10; G.A.-r 3.50
417-Vigilante; Frazetta Shining Knight-r 3.00
[illegible]
425-New look begins (change to adventure) 3.50
426-437, 441-458 .... 3.00
[illegible]
[illegible]
[illegible]
[illegible]
459, 460-New Gods/Darkseid story concludes from New Gods #19 (#459 is dated 9-10/78) w/o missing a month 10.00
461, 462 (68 pgs.)-Death of Earth II Batman 2.00
463-466 (1.00, 68 pgs.) 1.50

467-Starman by Ditko, Plastic Man begin 15.00
468-490: Last comic size issue 1.25
[illegible] 2.00
[illegible] 2.00
[illegible] 2.00

ADVENTURES OF BOB HOPE, THE
No. 32, Apr-May, 1955-No. 109, Feb-Mar, 1968
National Periodical Publications
33-40: 33-1st code approved issue 75.00
41-50 .... 60.00
51-70 .... 42.00
71-93, 95-105: 95-1st monster issue (11/65) 34.00
94-Aquaman cameo 37.00
106-109-Monster-c/stories by Neal Adams-c/a 38.00

ADVENTURES OF CAPTAIN AMERICA
Sept, 1991-No. 4, Jan, 1992 (4.95, limited series)
Marvel Comics
1-4-Maroto-c/Maguire-a (1-3) 5.00

ADVENTURES OF CYCLOPS AND PHOENIX (also see ASKANI'SON & THE FURTHER ADVENTURES OF ...)
May, 1994-No. 4, Aug, 1994 (2.95, mini-series)
Marvel Comics
1-Characters from 3 titles 5.00
2-4 .... 4.50
TPB-(14.95)-r/1-4 .... 15.00

ADVENTURES OF JERRY LEWIS, THE (see SUPER DC GIANT)
(Adv. of Dean Martin & Jerry Lewis #1-40)
No. 41, Nov, 1957-No. 124, May-June, 1971
National Periodical Publications
41 .... 45.00
42-60 .... 40.00
61-80: 68, 74-Photo-c 30.00
81-91, 93-96, 98-100: 89-Bob Hope app. 97-Dick Springer 18.00
92-Superman cameo 35.00
97-Batman/Robin x-over; Joker-c/story 35.00
101, 103, 104-Neal Adams-c/a 32.00
[illegible] 39.00
[illegible] 25.00
102, 111, 113-116 .... 9.00
112-Flash x-over 20.00
117-Wonder Woman x-over 13.00
118-124 .... 6.00

ADVENTURES OF SNAKE PLISSKEN
Jan, 1997 (2.50, one-shot)
Marvel Comics
1-Brereton-c 2.50

ADVENTURES OF SPIDER-MAN
Apr, 1996-No. 12, Mar 1997 (99¢)
Marvel Comics
1-12-Based on animated series 1.00

ADVENTURES OF SUPERMAN
Jan, 1987-Present
DC Comics
424 .... 2.25
425-449: 449-Invasion 2.00
450-462 .... 1.75
[illegible] 5.00
[illegible] 4.00
463-479, 481-491: 491-Last $1.00-c 1.25
480-(1.75, 52 pgs.) 2.00
492-495 .... 1.80
[illegible] 5.00
496, 497-2nd printings 1.25
497-Doomsday battle issue 5.00
498, 499-Funeral for a Friend; Supergirl app. 3.00
498-2nd & 3rd printings 1.25
500-(2.95, 68 pgs.)-Collector's Ed.

KEY HOT COLD

w/card...3.25
500-(3.50, 68 pgs)-Bag. Ed. w/silhouette-c ...2.75
500-Platinum Edition ...30.00
501 (1.95)-Collector's Ed. w/die-cut-c ...2.00
501 (1.50) Regular Ed. w/...
c ...1.50
502 Supergirl-c/app. ...2.50
503-507: 508-Challengers of the Unknown app. 510-Bizarro-c/app. 512 (9/94)-Zero Hour ...1.50
505-(2.50)-Holo-grafix foil-c ed. ...2.50
518-523 (10/94) 518-(11/94) ...1.50
524-546: 524-begin 1.95-c. 527-return of Alpha Centurion (from Zero Hour) 533-Impulse-c/app. 535-Lobo-c/app. 536-Brainiac app. 537-Parasite app. 540-Final Night. 541-Superboy-c/app.; Lois & Clark honeymoon ...2.00
Annual 1 ('87)-Starlin-c & scripts ...1.50
Annual 2 ('88) ...2.25
Annual 3 ('91, 2.00)-Armageddon 2001 ...2.25
Annual 4 ('92, 2.50)-Guy Gardner/Lobo story ...2.75
Annual 5 ('93, 2.50)-Bloodlines Earthplague ...2.75
Annual 6 ('94, 2.95, 68 pgs.)-Elseworlds story ...3.00
Annual 7 ('95, 3.95)-Year One story ...4.00
Annual 8 ('96, 2.95)-"Legends of the Dead Earth" ...3.00

ADVENTURES OF THE MASK

Jan, 1996-No. 12, Dec, 1996 (2.50)
Dark Horse Comics
1-12-based on cartoon ...2.50

ADVENTURES OF THE MUTANT [formerly ...]

... 1996-Present (2.50)
...
1-7 ...2.50

ADVENTURES OF THE X-MEN, THE

... 1996-No. 12, Mar, 1997(99¢)
Marvel Comics
1-12-based on TV show. 3-Spider-Man-c/app. ...1.00

ADVENTURES ON THE PLANET OF THE APES

... 1975 - No. 11, Dec, 1976
Marvel Comics Group
1-Planet of the Apes ... in color. Starring ...5.00
2-5 ...3.00
6-11 ...2.00

AGENT THREE ZERO

Sept. 1993 (3.95, one-shot)
Valiant ...
Polybagged w/card & mini-poster. ...4.00

AGE OF APOCALYPSE: THE CHOSEN

Apr 1995 (2.50, one-shot)
Marvel Comics
Wraparound-c ...2.50

AGE OF HEROES, THE

1996 (2.95, B&W)
... Comics
... ...3.00

AGE OF INNOCENCE: THE REBIRTH OF IRON MAN

Feb 1996 (2.50, one-shot)
Marvel Comics
... ...2.50

AKIKO ON THE PLANET SMOO

... 1995-Present (3.50/3.95, B&W)
...
... ...5.00
...(3.50) ...3.00

...

... 1993-No. 28, Dec, 1995

(2.50/3.95/4.95 (Mixed)
Dark Comics
1 ...20.00
1-2nd printing ...6.00
2-5 ...8.00
6-16 ...6.00
17-33: 17-Begin 2.95-c ...5.00
34-38 (4.95) 37-... Wilkinson pin-ups. 38-Madman, Alfred ... Bone, Van Fleet, ... pin-ups ...7.00

ALIENS: SPIDER OF CAUSTIS

Jan, 1997 Present 3.95 ...
1 ...

ALIENS, THE

Sept-Oct, 1967 ... Gold Key
1-Reprints from 5.00
2-... ...4.00

ALIENS (DARK HORSE)

ALIENS (Also see Dark Horse Presents #24)
May, 1988-No. 6, July 1989 (1.95, B&W, limited series)
1-1st appearance Aliens in comics ...25.00
1-Second printing ...5.00
1-Third - Sixth printings ...2.00
2 ...11.00
2-Second printing ...3.00
2-Third printing ...2.00
3 ...
4 ...
5-6 ...
2-6: 2nd printings ...2.00
Aliens Mini Comic 1 (2/97) ...
Aliens Platinum Edition (See Dark Horse Presents ...) ...10.00

ALIENS

Aug, 1989-No. 4, 1990 (2.25, limited series)
V2 #1 ...4.00
V2 #1 2nd printing (1990, 2.25) ...2.25
2-4 ...3.00

ALIEN 3

June, 1992-No. 3, Aug, 1992 (2.50, limited series)
1-3-Bolton painted-c ...2.50

...BERSERKERS

Jan, 1995-No. 4, Apr, 1995 (2.50, limited series)
1-4 ...2.50

...COLONIAL MARINES

Jan 1993-No. 10, July, 1994 (2.50, limited series)
1-10 ...2.50

...EARTH ANGEL

Aug, 1994 (2.95, one-shot)
... wraparound-c ...3.00

...EARTH WAR

June 1990-No. 4, Oct 1990 (2.50, limited series)
1-Sam Kieth-c(p) 8.00
1-2nd print ...2.50
2 ...7.00
3, 4 ...5.00

...GENOCIDE

Nov, 1991-No. 4, Feb, 1992 (2.50 limited series)
1-4-Suydam painted-c. 4-wraparound-c, gatefold poster ...2.50

...HIVE

Feb, 1992-No. 4, May 1992 (2.50, limited series)
1-4 ... ...2.50

...LABYRINTH

Sept, 1993-No. 4, Jan 1994 (2.50, limited series)
1-4 ... ...2.50

...LOVESICK

Dec. 1996 (2.95 one-shot)
1 ...2.95

...MONDO HEAT

Feb, 1996 (2.50, one-shot)
nn ...2.50

...MONDO PEST

A ... 1995 (2.95 ... 44 pgs.
... #22-24 ...

...MUSIC OF THE SPEARS

Jan 1994-No. 4, Apr 1994 (2.50, limited series)
1-4 ...2.50

...PREDATOR: THE DEADLIEST OF THE SPECIES

... 1993-No. ... (limited series)
1-... ...
...
2-... ...

...ROGUE

... 1993-No. 4, July 1993 (2.50, limited series)
1-4 ...2.50

...SACRIFICE

... 1993 (4.95, one-shot, 52 pgs.)
nn-Peter Milligan scripts, painted-c ...5.00

...SALVATION

Nov. 1993 (4.95, one-shot)
nn-D. Gibbons script ...5.00

AKIKO #10

...STRONGHOLD

May, 1994-No. 4, Sept. 1994 (2.50, limited series)
1-4 ...2.50

...VS. PREDATOR (SEE DARK HORSE PRESENTS #36)

June, 1990-No. 4, Dec, 1990 (2.50, limited series)
0-(7/90, 1.95, B&W)-r/DHP 34-36 ...12.00
1 ...10.00
1-2nd printing ...2.50
2,3 ...8.00
4-Dorman painted-c ...5.00

...VS. PREDATOR: BOOTY

Jan 1996 (2.50, one-shot)
nn-painted-c ...2.50

...VS. PREDATOR: DUEL

Mar, 1995-No. 2, Apr 1995 (2.50, limited series)
1,2 ...2.50

...VS. PREDATOR: WAR

May, 1995-Aug, 1995 (2.50, limited series)
0-4 ...2.50

ALIEN WORLDS

Dec. 1982-No. 9, Jan, 1985
Pacific Comics/Eclipse
1 ...1.50
2-... 4-Dave Stevens-c/a ...1.00
... Art Adams 1st pub. art ...3.00

ALL-AMERICAN MEN OF WAR

No. 127, Aug-Sept, 1952-No. 117, Sept-Oct, 1966
National Periodical Publications
...
67-... Gunner & Sarge ...
...
81-82, 85: 85-last ... issue ...
82-Johnny Cloud begins ...85.00
89-100 ...30.00
101-117: Johnny Cloud app. 111,115 ...
117 ...25.00

ALLEGRA

Aug, 1996-No. 4, Dec, 1996 (2.50)
Image Comics/Wildstorm Productions
1-4-Steagle-c/Clark a(p) ...2.50

ALL STAR SQUADRON

Sept, 1981-No. 67, Mar, 1987
DC Comics
1-46, 48-67 ...1.00
47-McFarlane-a (1st full story) ...6.00
Annual 1-3 (11/82-9/84) ...1.00

ALL STAR WESTERN (Weird Western Tales #12 on)

Aug-Sept, 1970-No. 11, Apr-May, 1972
National Periodical Publications
1 ...14.00
2-8: 2-El Diablo by Morrow begins. ...
... ...
... ...
11-2nd app. Jonah Hex ...65.00

ALPHA CENTURION (See SUPERMAN ...)

1996 (2.95, one-shot)
DC Comics
1 ...3.00

ALPHA FLIGHT (#12 on see ...)

Aug, 1983-No. 130, Mar, 1994
Marvel Comics Group
1-(52 pgs.)-Byrne-a begins ...

2-12: 12-Double size
13-Wolverine app. ...
14-16: 16-Wolverine cameo ...
17-X-Men x-over, Wolverine cameo ...2.50
18-28, ...1.25
29-32: 33-49: 29-Partnership begins ...1.50
33-34 Wolverine app. 34-Origin retold ...2.50
50-Double size ...1.25
51-Jim Lee's 1st work at Marvel ...5.00
52, 53-Wolverine. 53-Lee/Portacio ...2.50
54, 63, 64-No Jim Lee art ...1.00
55-62-Jim Lee art ...2.50
65-74, 76-86: 74-Wolverine, Spider-Man ...1.25
75-(1.95, 52 pgs.) ...2.00
87-90-Wolverine app. ... Jim Lee-c ...3.00
91-99, 101-105, 107-119, 121-129 ...1.50
100-(2.00, 52 pgs.)-Avengers app. ...2.00
... ...50
106-2nd printing ...1.25
120-(2.25)-Polybagged w/poster ...2.25
130-(2.25, 52 pgs.) ...2.25
Annual 1 (9/86, 1.25) ...1.25
Annual 2 (12/87, 1.25) ...1.25
Special V2#1 (6/92, 2.50)-Wolverine-c/story ...2.50

AMALGAM AGE OF COMICS, THE: THE DC COMICS COLLECTION

1996 (12.95, trade paperback)
nn-r/Amazon, Assassins, Doctor Strangefate, JLX, Legends of the Dark Claw & Super Soldier ...13.00

AMAZING ADULT FANTASY

No. 7, Dec, 1961-No. 14, July, 1962
Marvel Comics Group (AMI)
7-Ditko c/a ...
8-... ...450.00
9-... ...400.00
... ...
...

AMAZING ADVENTURES

June, 1961-No. 6, Nov, 1961
Marvel Comics Group (AMI)
1-Origin Dr. Droom (1st Marvel Super Hero) Ditko & Kirby art in all; Kirby-c ...1050.00
2 ...450.00
3-6: 6-last Dr. Droom ...385.00

AMAZING ADVENTURES

Aug, 1970-No. 39, Nov, 1976
Marvel Comics Group
1-Inhumans by Kirby (c)-1-4, ends #10 & Black Widow (ends #8) double feature begins ...30.00
3-4 ...10.00
5-8-Neal Adams-a ...18.00
9, 10-Magneto app. ...10.00
11-New Beast begins (1st app.), ends #17 ...40.00
12-17: 13-Brotherhood of Evil Mutants app. ...10.00

FACT

HOWARD THE DUCK IS TRAPPED IN A WORLD HE NEVER MADE.

OVERSTREET

18-1st app. Killraven, H. Acosmo ... 18.00
19-39 ... 5.00

AMAZING FANTASY
No. 15, Aug. 1962 (Sept. 1962 in indicia)
Marvel Comics Group (AM)

AMAZING FANTASY
No. 16, Dec. 1995-No. 18, Mar. 1996 (3.95)
Marvel Comics
16-18 Busiek & Paul Lavoie, Spider-Man app ... 4.00

AMAZING SCARLET SPIDER
Nov. 1995-No. 2, Jan. 1996 (1.95)
Marvel Comics
1, 2-replaces "Amazing Spider-Man" ... 2.00

AMAZING SPIDER-MAN, THE
Mar. 1963-Sept. 1995/Jan. 1995-Present
Marvel Comics Group

Jack Golden Records (1966) ... 375.00

24 ... 170.00

29, 30 ... 140.00

43-49 ... 80.00

61-70: 67, 73-Kingpin app. 69 Kingpin c
70-last 12¢ issue ... 48.00
75-89, 91-93, 95, 99: 84, 85-Kingpin c/stories ... 40.00

99-Origin retold ... 50.00

101-... 2nd app. Morbius ... 120.00
102-118: 109-Dr. Strange c/story (6/72) ... 23.00
119, 120-Spider-Man vs. Hulk ... 28.00

122-128: 122-Cage app. 124-1st app. Man-Wolf (9/73), origin #125 ... 24.00
129-1st app. Jackal & The Punisher (2/74) ... 350.00
130-133, 138-141, 152-160: 131-last 20¢ issue ... 15.00
134-Punisher cameo (7/74) ... 20.00
135-2nd full Punisher app. (8/74) ... 65.00

142, 143-Gwen Stacy clone cameos ... 24.00
144-147: 144-full app. Gwen Stacy clone
145, 146-Gwen Stacy clone storyline cont.
147-Spider-Man learns Stacy is a clone ... 18.00
148-Jackal revealed ... 25.00
149-Spider-Man clone 1st app., origin of Jackal ... 70.00
150-Spider-Man decides he is not the clone ... 40.00
151-Spider-Man disposes of clone body ... 35.00

163-173, 181-190: 169-Clone story recapped. 181-Origin retold ... 8.00
174, 175-Punisher app. ... 15.00
191-193, 195-199, 203-208, 210-219 ... 9.00
194-1st app. Black Cat ... 16.00
200-Giant origin issue (1/80) ... 30.00
201, 202-Punisher app. ... 15.00
209-Origin & 1st app. Calypso (10/80) ... 5.00
220-237: 225-Foolkiller c/story (2/82) ... 6.00
238-1st app. Hobgoblin (Ned Leeds) (3/83) (w/Tattoo card intact) ... 50.00
238 Without Tattoo ... 25.00
239-1st Hobgoblin/Spidey battle (2nd app.) ... 45.00
240-243, 246-248: 241-Origin Vulture ... 8.00
244-Hobgoblin cameo (3rd app.) ... 10.00

249-251-Hobgoblin/Spidey battle ... 14.00
252-1st app. black costume for Spidey (5/84) ... 25.00

254-Jack O'Lantern app. ... 7.00
255, 256, 263, 264, 266-274, 277-280, 282, 283: 256-1st Puma. 274-Zarathos (Spirit of Vengeance) app. 279-Jack O'Lantern c/story. 282-X-Factor x-over ... 5.00
257-2nd app. Puma. Hobgoblin cameo ... 8.00
258-Hobgoblin app. (minor) ... 10.00
259-Full Hobgoblin app., origin M.J. Watson ... 25.00
260-Hobgoblin story ... 10.00
261-Hobgoblin c/story ... 12.00
262-Spider-Man unmasked ... 10.00
265-1st app. Silver Sable (6/85) ... 7.00
265-Silver ed. 2nd printing ... 2.50
275 (52 pgs.)-Hobgoblin/origin by Ditko ... 15.00
276-Hobgoblin story ... 7.00
281-Hobgoblin battles Jack O'Lantern ... 8.00

...the Punisher cameo app. Gang War begins, ends #288. Hobgoblin c/story

AMAZING SPIDER-MAN #228

285-Punisher app.; minor Hobgoblin app. ... 8.00
286, 288, 289: Hobgoblin-c/story (minor) ... 6.00
287-Hobgoblin app. (minor) ... 6.00
288-Hobgoblin ... 7.00
289-(6/87, 52 pgs.)-Death of Ned Leeds (1st Hobgoblin) Macendale (Jack O'Lantern) becomes new Hobgoblin ... 24.00
290-292 ... 4.00
293, 294-Parts 2 & 5 of Kraven story ... 5.00
295-297 ... 4.00
298-Todd McFarlane c/a begins (3/88); 1st app. (cameo) Eddie Brock who becomes Venom (not in costume) ... 47.00
299-1st app. (cameo) Venom in costume ... 22.00
300 (52 pgs.)-last black costume, 1st full Venom story ... 55.00
301-305 ... 15.00
306-311, 313, 314 ... 13.00
312-Hobgoblin battles Green Goblin ... 22.00
315-317-Venom app. ... 20.00
318-323: 323-Beverly begins ... 8.00
324-Sabretooth app., McFarlane c (no art) ... 16.00
325, 327, 329-No McFarlane ... 4.00
328-Hulk app., last McFarlane ... 12.00
330, 331-Punisher app. ... 4.00
332, 333-Venom c/story ... 16.00
334-336, 338-343 ... 3.00
337-Hobgoblin app. ... 4.00
344-1st app. Cletus Kasady (Carnage) ... 10.00
345-1st full app. Cletus Kasady ... 12.00
346, 347-Venom app. ... 10.00
348, 349, 351-359: 359-Cletus ... 2.50
350-(1.50, 52 pgs.)-Origin retold ... 3.00
360-Carnage cameo ... 9.00
361-Intro Carnage ... 15.00
361-2nd printing; silver c ... 2.80
362, 363-Carnage & Venom c/story ... 9.00
362-2nd printing ... 1.50
364, 366-374, 376-387: 373-Venom back-up. 374-Venom c/story
375-Cardiac app. 378-Maximum

365 (3.95)-Silver hologram c, gatefold poster, 1st app. Spider-Man 2099 ... 5.00

388 (2.25, 68 pgs.)-Newsstand Edition. 3 back-up stories: Venom, Cardiac & Chance ... 2.25
388 (2.95)-Collectors Edition w/foil c ... 3.00
389-396, 398, 399, 401-420: 389-Begin 1.50 c. Green Goblin app. ... bound-in card sheet. 394-Power & Responsibility Pt. 2. 396-Daredevil c & app. 403-Carnage app. 406-New Doc Octopus. 407-Human Torch, Silver Sable, Sandman app. 409-Kaine, Rhino app. 410-Carnage app. 414-The Rose app. 415-"Onslaught" Sprawy vs. Sentinels. 416-Ron Garney... begins, w/card insert. 418-"Revelations", Norman Osborn cameo (1 page). 420-X-Man c/app. ... 1.50
390 (2.95)-Collectors Edition, polybagged w/16 pg. insert & animation print ... 3.00
394 (2.95, 48 pgs.)-Deluxe edition, flip book w/Birth of a Spider-Man pt. 2, silver foil c ... 3.00
397 (2.25)-Flip book w/Ultimate Spider-Man ... 2.25
400-(2.95)-Death of Aunt May ... 3.00
400-(3.95)-Death of Aunt May Die-cut c embossed ... 6.00
400-Collector's Ed.-White c ... 17.00
408 (2.95) variant c, polybagged w/ cassette ... 3.00
421-(1.95) two stories ... 2.00

Canadian ... 350-Hulk app.
3rd Ti... Venom/Carnage ... 1.75

Special ... 3.00
Special ... 3.00
Special ... 3.00
King-Size 9 (1973)-(Spec. Spider-Man magazine (Green Goblin c/story, 40 pgs re-edited from orig. 58 pgs) ... 28.00
Annual 10-13 (1976-79)-All new-s ... 8.00
Annual 14 (1980)-Miller c/a ... 9.00
Annual 15 (1981) Punisher app. Miller c/a ... 15.00
Annual 16-20 (1982-86) ... 7.00
Annual 21 (1987)-Wedding issue, direct sale ... 9.00
Annual 21 (1987)-Wedding issue, newsstand ... 9.00
Annual 22 (1988)-Evolutionary War ... 6.00
Annual 23 (1989)-Atlantis Attacks, ... 5.00
Annual 24 ('90, 2.00) ... 6.00
Annual 25 ('91, 2.00)-1st solo Venom story ... 10.00
Annual 26 ('92, 2.25)-New Warriors c/story, Venom solo story (cont'd in Spect. S-M Annual #12) ... 7.00
Annual 27 ('93, 2.95)-Polybagged w/card, 1st app. Annex ... 3.00
Annual 28 ('94, 2.95, 68 pgs.)-New Carnage c/story ... 3.00
'96 (2.95) ... 3.00
Giveaways: See Overstreet Price Guide listings

AMAZING SPIDER-MAN SUPER SPECIAL
Apr. 1995 (3.95, one shot)
Marvel Comics
1-Flip book ... 4.00

AMAZING X-MEN
Mar. 1995-No. 4, July 1995 (1.95, limited series)
Marvel Comics
1-Age of Apocalypse ... 3.00
2-4 ... 2.00

AMAZON
Apr. 1996 (1.95)
DC Comics
1-"Amalgam Comics" Byrne c/s/a ... 2.00

AMAZON WOMAN
Feb. 1996-No. 4, May 1996 (2.95, B&W, limited series, mature)
FantaCo
1-4-Tom Simonton c/a/s ... 3.00

AMERICAN FREAK: A TALE OF THE UN-MEN
Feb. 1994-No. 5, June 1994 (1.75, limited series)
DC Comics/Vertigo
1-5 ... 2.00

AMERICAN SPLENDOR (Dark Horse)
... COMIC-CON COMICS
Aug. 1996 (2.95, B&W, one-shot)
1-Pekar ... 3.00
... SPECIAL: A STEP OUT OF THE NEST
Aug. 1994 (2.95, B&W one-shot)
1-H. Pekar story ... 3.00
... WINDFALL
Sept. 1995-No. 2, Oct. 1995 (3.95, B&W, limited series)
1, 2-Pekar s ... 4.00

AMERICA'S BEST TV COMICS
1967 (Giant Size, 68 pgs., 25¢, one-shot)
American Broadcasting Company
1-Fantastic Four, Casper, Amazing Spider-Man ... 70.00

ANGELA
Dec. 1994 - Present (2.95)
Image Comics/Todd McFarlane Productions
1-Gaiman s/Capullo c, Spawn app. ... 14.00
2, 3-Gaiman s/Capullo ... 10.00

KEY HOT COLD

...rsonal Edition-Pirate Spawn+ ... 30.00
Special Edition-Angela+ ... 35.00
1/98 (P/B): s/f-3 plus special w/pin-up ... 10.00

/ GLORY: BAGE OF ANGELS
ise GLORY/ 1
Mar 1996 (2.50, one-shot)
1 w/Heidi-a/Chris-a(p). Darkchylde preview
Top book: variant-c ... 2.50

ANGEL AND THE APE
Nov-Dec. 1968-Nov. 8, Sept-Oct. 1969
National Periodical Publications

6 ... 18.00

ANIMAL MAN
Sept. 1988-No. 89, Nov. 1995 (mature)
DC Comics/Vertigo (becomes Vertigo #57)
1-Bolland c-#1-63 ... 10.00
2 ... 6.00
3-4 ... 4.00
5-10 ... 3.00
11-26, 11-Begin $1.50-c, 26-Last Grant/
Morrison script ... 2.50
27-49, 51, 55, 57-59 ... 1.50
50-52/99, 52 pgs./Grant issue by Tom Veitch ... 3.00
53 (2.50, 60 pgs.) ... 3.50
54 (2.50-60 pgs.)-1 pic ... 3.00
56 (2.95-68 pgs.)-2.25-c ... 2.25
Annual 1 (2.95/93)-Children's Crusade ... 3.00
Pt. 3 ... 4.00

ANIMAL MYSTIC (see DARK ONE, 1
1993 Preview (2.95/F,S), B&W)
CB/Tekno

... 35.00
...e-bonnie s/c ... 85.00
2nd print ... 20.00
... 50.00
2nd print (5-pics) ... 10.00
... 20.00
...color poster insert ... 4.00
1/96 (14.95) s/f ... 15.00

HUNTER WARS
1996 (2.95, limited series)
2-Dark One-c/s ... 3.00

ANIMANIACS
...ly 1995-Present (1.50)
DC Comics
...28 -It's Alive parody ... 1.50
A Christmas Special (12/94, 1.50) 1.50

ANTHRO
July-Aug. 1968-No. 6, July-Aug. 1969
National Periodical Publications

... 38.00
... 22.00

AQUAMAN
Jan-Feb, 1962-No. 63, Aug-Sept. 1978
National Periodical Publications/DC Comics
...ron Blu-ray ... $85.00
... 250.00
... 160.00
...'s Son Dx-ft. app. ... 90.00
... 75.00
... 60.00
2 intro Aqua-Girl (see Adv 266) ... 77.00
... 30.00
48-Origin reprinted ... 30.00
Deadman by N. Adams ... 45.00
56 (12.67?) ... 12.00
57 (8.9???) 58-Origin retold ... 8.00

AQUAMAN
Feb. 1986-No. 4, May, 1986 (mini-series)
DC Comics
... 4.50
2 ... 3.00
series ? (88 1.50) ... 2.20

AQUAMAN
Dec. 1989-No. 13, Dec. 1990 (1.00/1.25
...comics
1-100 ... 2.25
3 (1.25) ... 2.00

AQUAMAN
Aug. 1994-Present (1.50)
DC Comics
0,1 (2.10/94) Peter David scripts begin ... 4.00
2 Nuns fwrd ... 3.00
3-8 3(1)/94)-Superboy-c & app. 4 variant app. ... 2.00
9-20: 9-Origin. 17-Jr. 10-Green Lantern app. 16 vs. JLA, Wonder Woman-c. 18-Ocean Master app. 21 Zach + 22 Sea Devils, Power Girl app. 24 1 no fly-c. 28 Martian Manhunter-c app. 29 Kobra, Mamo-c app. ... 1.75
Annual 1 ('95, 3.50) Year One Story ... 3.50
Annual 2 ('96, 2.95) "Legends of the Dead Earth" ... 3.00

AQUAMAN: TIME & TIDE
Dec. 1993-No. 4, Mar. 1994 (1.50, mini-series)
DC Comics
1-4 Peter David scripts. 1-Origin begins ... 2.50
1/96 ('96, 9.95) s/1-4 ... 10.00

ARAKNIS
1995-Present (2.50 limited series)
Mushroom Comics/Mystic
Comics/Morningstar
1-Mike Brothers-c/a ... 4.00
2,4, 3-w/pinups ... 2.50
0-(4/96, 2.95) ... 3.00
0-Special Edition ... 4.00
1-2: 1-Ongoing series (5/96) 3-Morningstar ... 2.50
1-Special Edition, polybagged w/6 cards ... 10.00

ARCANA ANNUAL
nee CHILDREN'S CRUSADE)
1994 (3.95, pre-shol, 68 pgs.)
DC Comics/Vertigo
Annual 1-Children's Crusade story
Tim Hunter app ... 4.00

ARCHANGEL
Feb. 1996 (2.50, B&W, one-shot
Marvel Comics
1-Williams ... 2.50

ARCHER & ARMSTRONG
June, 1992-No. 25, Sept. 1994 (2.50)
Valiant Comics
0-("1/2 days Nem-ath) ... 6.00
0-(Gold Logo) ... 10.00
1-(8/92) Walter C. Smith/Layton-c, origin/1st app. Archer ... 3.00
2-5: 2-1st app. Torque. 3-Timewalker app. 5-Geomancer ... 2.00
6-24, 20, 22-pgs./Comic Hall of Shame-c ... 1.50
Warrior #8, Barry Smith-c/a, 1st app. Ivar the Time Walker ... 4.50
9-25: 10-2nd app. Ivar. 10,11-Shi-c/a. 11,22 Steelwheeler app. 22-w/board-n tracing card. 25-Eternal Warrior app ... 2.50

ARCHIE AS PUREHEART THE POWERFUL
(See Archie as Captain Hero & Life With Archie)
Sept. 1966-No. 6, Nov. 1967 (All 12¢ issues)
Archie Publications (Radio Comics)
1-Super-hero parody; Pureheart & Evilheart (Reggie) app ... 60.00
2 ... 40.00
3-6 ... 30.00

ARCHIE MEETS THE PUNISHER
(see PUNISHER MEETS)
Aug. 1994 (2.95, one-shot, 52 pgs.)
Marvel Comics and Archie Comics Publications
1-Kelly & J.Buscema-c/a Punisher/
S.Goldberg-a-Archie, same contents as The Punisher Meets Archie ... 3.00

ARMATURE
Nov. 1996-Present (2.95, limited series)
Ghostlore
Jason Dell-c/a/w Mannequin

ARMED AND DANGEROUS Archie
Comics
Aug. 1990-No. 4 July 1990 (2.95 B&W)
1-4 Bob Hall-c/a ... 3.00
HILL'S SLAUGHTERHOUSE
Nov. 1990-No. 4 Jan. 1991 (2.95 B&W mature)
1-4 Bob Hall-c/a ... 3.00

ARMY SPECIAL
Dec. 1974-No. 5, Sept. 1975 (52¢)
Marvel Comics Group
1-Sutton ... 3.00
2-5 ... 1.75

...Quest ... 1000s
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5-Fawcett-c ... 4.00
5-Fawcett-c/a ... 4.00
6-Fawcett-c ... 4.00
6-Fawcett-c/a ... 4.00
7-Fawcett-c ... 4.00
7-Fawcett-c/a ... 4.00
8-Fawcett-c ... 4.00
8-Fawcett-c/a ... 4.00
9-Fawcett-c ... 4.00
9-Fawcett-c/a ... 4.00
10-Fawcett-c ... 4.00
10-Fawcett-c/a ... 4.00
11-Fawcett-c ... 4.00
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31-Fawcett-c/a ... 4.00
32-Fawcett-c ... 4.00
32-Fawcett-c/a ... 4.00
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35-Fawcett-c ... 4.00
35-Fawcett-c/a ... 4.00
36-Fawcett-c ... 4.00
36-Fawcett-c/a ... 4.00
37-Fawcett-c ... 4.00
37-Fawcett-c/a ... 4.00
38-Fawcett-c ... 4.00
38-Fawcett-c/a ... 4.00
39-Fawcett-c ... 4.00
39-Fawcett-c/a ... 4.00
40-Fawcett-c ... 4.00
40-Fawcett-c/a ... 4.00
41-Fawcett-c ... 4.00
41-Fawcett-c/a ... 4.00
42-Fawcett-c ... 4.00
42-Fawcett-c/a ... 4.00
43-Fawcett-c ... 4.00
43-Fawcett-c/a ... 4.00
44-Fawcett-c ... 4.00
44-Fawcett-c/a ... 4.00
45-Fawcett-c ... 4.00
45-Fawcett-c/a ... 4.00
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99-Fawcett-c/a ... 4.00
100-Fawcett-c ... 4.00
100-Fawcett-c/a ... 4.00

.../23 BRIDES
Dec. 1996-Present (2.95, limited series)
1-Hendricks/Romero-c/a ... 3.00

ASKANI'SON (also see ADVENTURES OF CYCLOPS AND PHOENIX & THE FURTHER ADVENTURE OF)
Jan. 1996-No. 4, May 1996 (2.95, limited series)
Marvel Comics
1-4 Bob Hall/Castro-c/Gene Hazelhurst ... 3.00

ASSASSINS
Apr. 1996 (1.95)
DC Comics
1-Azzarello Comics' ... 2.00

ASTONISHING TALES
Aug. 1970-No. 36, July, 1976
Marvel Comics Group
1-Dr. Doom begins; Ka-Zar, Guy R.-Ky as Ka-Zar ... 22.00
2-Adams-c; Hunter-c/story ... 10.00
3 & 5-Sandru & Red Sonja app. ... 15.00
7, 8, 9-Kaa Dr. Doom (52 pgs.) ... 10.00
9-Warrior ... 3.00
10-12,16-Sinclair/Sal Buscema-c ... 2.00
11-Origin Ka-Zar 12-Man Thing by Adams ... 6.00
13-Zar 19-Starlin-c/p(i) ... 2.00
23-1st app. Deathlok series begins (8.74

...30.00
26 28 30. Deathlok-c/stories in all ... 10.00
29-No Deathlok story, Guardians of the Galaxy from Marvel Super Heroes #18 ... 15.00
31 36 Deathlok-c/stories end ... 10.00

ASTONISHING X-MEN
Mar. 1995-No. 4 July 1995 (1.95
...ng - digest ... 2.00
... 2.00

ASTRO BOY
Aug. 1965 (One Shot TV 12¢)
Gold Key
1 (10151-308) Science 1st app. in comics ... 160.00

ASYLUM
Dec. 1995-Present (2.95/2.99)
Maximum Press
1-11: 1-Polybagged, each 1 variation. Warchild Art Adams-c 2-Deodatto-c. 5-Wilson-c/a. 6-Bone. Man and Bone. Warren intro. 8 B&W-c. 9-Tool Soldiers & Kid Supreme. 10-Jeffy Supreme by Terry Moore-c/app. ... 3.00

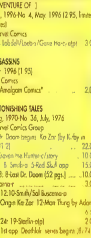
ATLANTIS CHRONICLES
(see AQUAMAN (Mini)
May, 1996-No. 7, Sept, 1990 (2.95, limited series)
DC Comics
1-7: Foreigh of Aquaman, multi portals ... 3.25

ATOM, THE
June-July, 1962-No. 38, Aug-Sept. 1968
National Periodical Publications

... 750.00
... 390.00
2 (12¢)-Fine Feld story-1st Chronos ... 140.00
... 90.00
4, 5 ... 52.00
6 & 10: 6-Infantino-c/a ... 40.00
7-1st Adam & Rosemarie from DC Universe #1 ... 250.00
8 ... 45.00
9-Infantino-c/a ... 50.00
11-15 ... 22.00
16-20 ... 18.00
21-30: 30-Origin retold ... 12.00
31-35 ... 8.00
36-Origin ... 10.00
37-38 ... 6.00

ATOM AND THE HAWKMAN
No. 39, Oct-Nov, 1968-No. 45, Oct-Nov, 1969
National Periodical Publications
42-Origin ... 45.00

ATOM ANT
Jan. 1966 (12¢)
Gold Key (Hanna-Barbera)



OVERSTREET

163,164-Gold cameos of them each, Kirby a ... 20.00
165-1st app. Warlock (Him) ... Kirby a ...
166-2nd full app. Warlock (Him) (THOR Kirby a; Thor battles Him ... 42.00
180, 181-Neal Adams a ... 14.00
182-192, 194 ...
201-250 ... 5.00
251-280: 271-Iron Man x-over ... 3.25
281-299: 294-Origin Asgard & Odin ... 2.75
300(12/80)-End of Asgard; origin Odin ... 8.00
301-336 ... 2.00
337-Thor by Simonson; New Thor ... 8.00
338-60 & 75 cent variants exist ... 3.50
339, 340 ... 2.00
341-373: 373-38 ... 383: 341-Clark Kent & Lois Lane cameo ... 1.50
374-Mutant Massacre; X-Factor app. ... 6.00
382-(1.25, 52 pgs.)-last Simonson Thor ... 2.50
384-Intro new Thor ... 2.00
385-399, 401-410, 413-428: 385-Hulk x-over. 391-1st Eric Masterson ... 1.25
400-(1.75, 68 pgs.)-Origin Loki ... 2.50
411-Intro New Warriors (cameo) ... 3.50
412-1st full app. New Warriors ... 7.00
429, 430-Ghost Rider app. ... 3.00
431, 434-449: 436-Capt. America x-over 437-Thor vs. Quasar. 433-Dr. Strange & Silver Surfer x-over ... 1.50
432-(1.50, 52 pgs.)-1st app. ... Thor #300 ... 3.25
433-Intro new Thor ... 5.00
450-(2.50, 68 pgs.)-Double gatefold c ... 3.00
451-472: 457-Old Thor returns (3 pgs.) 459-Intro Thunderstrike. 460-Starts ... begins
475-Intro the Godlings ... 1.50
474, 476-481, 483-499, 501-502: 474 Begin 1.50-c; bound-in card sheet. 491 494-Warlock/Deathlok c/app. 495-499, 501 ... Doubleheader app. 496, 501 ... Captain America app. 498, 499-Loki app. 502-Red Norvell app. ... 1.50
475-(2.00, 52 pgs.)-Regular edition ... 2.00
475-(2.50, 52 pgs.)-Collector Ed. w/foil embossed-c ... 2.50
482-(2.95, 84 pgs.)-400th Issue ... 3.00
500-(2.50) double-size, wraparound-c, Deathlok-c/s, Dr. Strange app. ... 5.00
Giant Size 1 ('75) - See Giant Size listing
Special 2 (9/66)-See 384 for 1st annual ... 50.00
Special 3 (1/71) ... 10.00
Special 4 (12/71)-Reprints 131, 132, 8hl 113 ... 10.00
Annual 5-8: 5 ('76-1979): 6-Guardians Of The Galaxy app. 8-Thor vs. Zeus-c/s ... 7.00
Annual 9-12 ('81-'84) ... 3.50
Annual 13-16: 13 ('85). 14 ('89). 15 ('90, 2.00). 16 ('91, 2.00)-Guardians app. ... 2.50
Annual 17 ('92, 2.25) ... 2.25
Annual 18 ('93, 2.95)-Polybagged w/card ... 3.00
Annual 19 ('94, 2.95, 68 pgs.) ... 3.00
Thor Alone Against The Celestials nn (6/92, 5.95)-r/387-389 ... 6.00

THOR: THE LEGEND
Sep, 1996 (3.95, one-shot)
Marvel Comics
nn-Tribute issue, pin-ups w/text; Deodato-c ... 4.00

THRAX
Nov, 1996-Present (2.95)
Event Comics
1 ... 3.00

THRILLKILLER
Jan, 1997-Present (2.50, limited series)
DC Comics
1,2-Elseworlds; Chaykin s/Brereton c/a ... 2.50

THRILL-O-RAMA
Oct, 1965-No. ... Dec, 1966
Harvey Publications (Fun Films)
[illegible]

THUNDER AGENTS
Nov, 1965-No. 17, Dec, 1967; No. 18, Sept, 1968; No. 19, Nov, 1968; No. 20, Nov, 1969 (1-16: 68 pgs.; No. 17 on: 52 pgs.)
Tower Comics
1-Origin & 1st app. Dynamo, Noman, Menthor & Thunder Squad ... 100.00
2-Death of Egghead ... 60.00
3-5: 4-Guy Gilbert becomes Lightning ... 40.00
[illegible]
20-Collector's Ed. ...

THUNDERBOLT
Jan, 1966; No. 51, Mar-Apr, 1966-No. 60, Nov, 1967
Charlton Comics
[illegible]
57, 58-Modern Comics-r (1977) ... 1.00

THUNDERGOD
July, 1996-Present (2.95, B&W)
Crusade Entertainment
1-3-painted-c ... 3.00

THUNDERSTRIKE (See Thor #459)
June 1993-No. 24, July 1995 (1.25/1.50)
Marvel Comics
1-(2.95, 52 pgs.)-Holo-grafx foil-c, Bloodaxe returns ... 3.00
2-7: 2-Juggernaut-c/s. 4-6-Spider-Man app. ... 1.25
8-24: 8-Begin 1.50-c; bound-in trading card sheet. 18-Bloodaxe app. ... 1.50
Marvel Double Feature Thunderstrike/Code Blue #13-15 (2.50) Same as Thunderstrike #13-14 w/Code Blue flip book ... 2.50

TICK, THE (Also see CHROMA-TICK, MAN-EATING COW & PAUL THE SAMURAI)
June, 1988-No. 12, May, 1993 (1.75, B&W)
New England Comics Press
[illegible]
Special Edition 1 (5/96, 5.95) ... die-cut, foil-c, serially #'ed (5,000 thru 14,000) & limited to 9,000 copies ... 6.00
Special Edition 2 (8/96, 5.95) double foil-c, serially #'ed (5,001 thru 14,000) & limited to 9,000 copies ... 6.00
[illegible]
1-2nd printing ...
1-4th printing (2.25) ... 2.50
1-5th printing (2.75) ... 3.00
[illegible]
2-3rd & 4th printings ... 3.00
2-5th printing (2.75) ... 3.00
[illegible]
3-4th printing (2.75) ... 3.00
4-2nd printing (2.25) ... 3.00
4-3rd-5th printings (2.75) ... 3.00
6-8: 8-(2.25) ...
3rd printing (2.75) ... 3.00

THOR #502

9-12 (2.75) ... 3.00
12-Special Edition; comic-sized; w/foil ... 30.00
Promo Sampler-(1990)-Tick-c/s ... 15.00

TICK'S GIANT CIRCUS OF THE MIGHTY, THE
Summer, 1992-No. 3, Fall, 1993 (2.75, B&W)
New England Comics
1-(A-O) 3-(P-Z): 3-1993 Update ... 3.50

TICK KARMA TORNADO, THE
Oct, 1993-No. 9, ? (2.75)
New England Comics
1-(2.25) ... 4.00
2-9 ... 3.25

TIGER GIRL
Sept, 1968 (15¢ cover)
Gold Key
1 (10227-809)-Jerry Siegel scripts ... 25.00

TIME BREAKERS
Jan, 1997-Present (2.25, limited series)
DC Comics/Helix
1-3-Rolles ... 2.25

TIME TUNNEL (TV)
Feb, 1967-No. 2, July, 1967 (12¢)
Gold Key
1, 2-Photo back-c ... 40.00

TOKA (... Jungle King)
Aug-Oct, 1964-No. 10, Jan, 1967
Dell Publishing Co.
1-Painted-c ... 18.00
2-Painted-c ... 10.00
3-10 ... 8.00

TOMB OF DARKNESS (Formerly Beware)
No. 9, July, 1974-No. 23, Nov, 1976
Marvel Comics Group
9-23: 15, 19-Ditko-r. 20-Everett Venus-r ... 1.50

TOMB OF DRACULA
Apr, 1972-No. 70, Aug, 1979
Marvel Comics Group
[illegible]
2 ... 42.00
[illegible]
47, 49, 51-69 ... 6.00
[illegible]
63, 70: 70-Double size ... 5.00

TOMB OF DRACULA (Also see Dracula)
Oct, 1979-No. 6, Aug, 1980
(B&W magazine)
Marvel Comics Group
1, 4-6 ... 4.00
2, 3: 3-Ditko-a (36 pgs.). 3-Miller sketch ... 5.00

TOMB OF DRACULA
1991-No. 4, 1992 (4.95, mini-series)
Epic Comics (Marvel)
1-4: Colan/Williamson-c ... 5.00

TOMMI GUNN
May, 1996-No. 2, Aug, 1996 (3.00, limited series, mature)
London Night Studios
1/2 1: 1-a(Al North centerfold) ... 3.00
1/2 ... 2-(3.00) "Naughty-Ed" photo-c ... 10.00
1-"Naughty Platinum", embossed, nudity-c, w/nude Al North centerfold ... 10.00
2-variant "Nude"-c ... 5.00

TOMOE (CRUSADE ENTERTAINMENT) (see S/R ...)
July, 1995-Present (2.95)
0-3: 2-Ways of War preview. 3-Demon Gun preview ... 3.00
1-(3.95) ... 3.00
0-Commemorative Ed. (limited to 5000) ... 7.00
1-(3.95) Fan Appreciation Ed. ... 3.00

... Ed. (limited to 5000) ... 15.00
... 15.00

TOMOE-WITCHBLADE: FIRE SERMON
Sept, 1996 (3.95, limited series)
1-Tomoe ... 4.00

TOMOE/WITCHBLADE: MANGA SHI PREVIEW EDITION
July, 1996 (5.00, B&W)
nn-San Diego Preview Ed. ... 10.00

TONGUE LASH
Aug, 1996-No. 2, Sept, 1996 (2.95, limited series, mature)
Dark Horse Comics
1,2-Taylor c/a ... 3.00

TOO MUCH COFFEE MAN
July, 1993-Present (2.50, B&W)
Adhesive Comics
1-Shannon Wheeler-c/a ... 5.00
2,3 ... 3.50
4,5 ... 3.00
Full Color Special (2.95) ... 3.00

TOP CAT (TV)
12-12/61-62-No. 31, 9/70
Dell Publishing Co./Gold Key (#4 on)
1-TV show debuted 9/27/61 ... 140.00
2-Augie Doggie back-ups in #1-4 ... 77.00
3-5: 3-Last 15¢ cover. 4-Begin 12¢ covers, 1st app. Yakky Doodle in 1 pg. strip. 5-1st Touché Turtle ... 50.00
6-10 ... 34.00
11-20 ... 22.00
21-31: 21, 24, 25, 29-Reprints ... 17.00

TOP CAT (TV)
Nov, 1970-No. 20, Nov, 1973
Charlton Comics (Hanna-Barbera)
1 ... 32.00
2-10 ... 18.00
11-20 ... 12.00

TOP COW PRODUCTIONS INC./BALLISTIC STUDIOS SWIMSUIT SPECIAL
May, 1995 (2.95, one-shot)
Image Comics/Top Cow Productions
1 ... 5.00

TOP COW SECRETS: SPECIAL WINTER LINGERIE EDITION
Jan, 1996 (2.95, one-shot)
Image Comics/Top Cow Productions
1-pin-ups ... 3.00

TORCH OF LIBERTY SPECIAL (See DANGER UNLIMITED)
Jan, 1995 (2.50, one-shot)
Dark Horse Comics
1-John Byrne-s ... 3.50

TOTAL JUSTICE
Oct, 1996-No. 3, Nov, 1996 (2.25, limited series)
DC Comics
1-3-based on new Kenner action figures ... 2.25

TOTAL WAR (M.A.R.S. Patrol #3 on)
July, 1965-No. 2, Oct, 1965
Gold Key
1, 2-Wood-a in each; painted covers ...

TOUR OF TORTURE (see RAZOR)
June, 1996 (10.00, one-shot)
London Night Studios
nn-photo-c ... 10.00

TOUCH OF SILVER, A
Jan, 1997-Present (2.95, B&W)
1-Valentino-s/a; photo-c ... 3.00

TOWER OF SHADOWS (Creatures On The Loose #10 on)
Sept, 1969-No. 9, Jan, 1971
Marvel Comics Group

KEY HOT COLD

Starwks, Grg'n 22.00
2 3-2 Red Assassin 3-5= ... Fulton 12.00
4 Mona Sereno c 7.00
5 2-Bellic Mona-a 12.00
6 Wndsor & Wrightson c 8.00
9 Wrightson c 7.00
Special: 17 (2/91) Adams-a 9.00

TEREHOUSE OF HORROR
1950/1996 (2 95/2 50, Annual)
Bongo Comics
1-2 95, 93) Groening c; Alfred, Bolman, Steffen-a 3.00
2 (5.50, '96) Groening c; Dini, Boggs-a 2.50

TRIBAL FORCE
Aug. 1996 (2.50)
Mystic Comics
1-"Special Edition" on cover 2.50

TROLL (Image Comics/Extreme Studios)
Dec. 1993 (2.50, one-shot, 44 pgs.)
1-Mahnke-c/p(p); Gerkid scripts 2.50
Halloween Special 1994 (2.95) Mann app. 3.00

TROUBLE
July 1994 (2.95, 52 pgs., one shot)
1-Square-back binding 4.00
...ONCE A HERO
Aug. 1994 (2.50, one-shot) 2.50
...UNLIMITED

TROUBLED SOULS
1998 (9.95, graphic novel)
Fleetway
nn-Ennis c/s/McCrea-a 10.00

TROUBLEMAKERS
Apr. 1997 Present (2.50)
Acclaim Comics
1,2-Nicieza-s 2.50

TRUE FAITH
1990 (9.95, graphic novel)
Fleetway
nn-Gerth Ennis-s 10.00

TUG & BUSTER
Nov. 1995-Present (2.95, B&W, bi-monthly)
Art & Soul Comics
1-5-Mark Hanger-c/a 3.00

TUROK, DINOSAUR HUNTER (See Magnus, #12)
June, 1993 Present (2.50)
Valiant
1-(3.50)-Chromium & foil-c 2.50
1-Gold Edition 8.00
0, 2-47: 0-(7/95) origin ish; 4-Andor app. 5-Death of Andor 11-w/bound in card. 16-Chase Elite 2.50
Yearbook 1 ('94, 3.95, 52 pgs.) 4.00
...The Hunted (2/95, price omitted on #1, #9-2.50) 1-2: Deodato-c/p(p) 2.50

TUROK THE DEPTY SOUIS
Apr. 1997-Present (2.95, quarterly)
Acclaim Comics
1-Nicieza/Keyanoe-s; variant-c 4.00

TUROK, SON OF STONE
Nov. 1956, 12/54-No. 29, 9/62; No. 30, 12/62-No. 91, 7/77 (No. 92, 9/74-No. 125, 1/80; No. 126, 3/81-No. 130, 4/82)
Dell (Full Co #1-29/Gold Key #30-85/Gold Key #86-91/Whitman #92-125/Whitman #126 on
4-Color 596 (12/54)(#1) 1st app. Turok & Andar; dinosaurs 875.00
4-Color 656, 712, 785, 812, 1st mention of Lanok 420.00
2 (1), 5 (5/56-7) 270.00
6-10 ..... 160.00
11, 20, 12 Pathfinder, Joyprince 90.00
21-31: 31-Drug use story 70.00
41-50 ..... 38.00
51-60: 58-Wrightson cover/c 32.00
61-70: 62-12 & 13 cent variants 25.00
71-84: 84-Origin & 1st app. Horne 16.00
85-100: 114, 115-52 pgs.) 8.50
Giant 1 (2003)-51 (11/66)-Sticks #10-12 & 16 plus cover to #11 ..... 3.00
Giant 1-Some as above, but paper 100.00

TV SMARTS!
Aug. 1978 No. 4, Feb. 1979
Marvel Comics Group
1-Howard the Duck 4.00
2 ..... 3.00
3,4 ..... 2.00

12 O'CLOCK HIGH (TV)
Jan-Mar. 1965-No. 2, Apr.-June, 1965
Dell Publishing Co.
1,2 photo-c 35.00

2099 (Marvel)
...A.D.
May, 1995 (3.95)
1-Andretta/ by Giacoia/Palmiotti, 4.00
...APOCALYPSE
Dec. 1995 (4.95)
1-Flip Book w/Grand Chromium-c, Ellis-s 5.00
...GENESIS
Nov. 1995 (4.95)
1-Chromium wrap around-c, Ellis-s; 1st app. Daredevil 4.00
2099: X-Nation 2099 app. 5.00
...UNLIMITED
Sept 1993-Present (3.95, 68 pgs.)
1-10: 1-1st app. Hulk 2099 & Ravage 2099; 1-2-Spider 2099 app., 9-1 Kaare-c; an Weir, Kaare Collins-a 4.00
...WORLD OF DOOM SPECIAL
Aug. 1995 (2.25, one-shot)
1-Doom's "Contract with America" 2.25
...WORLD OF TOMORROW
Sept. 1995-No. 7, Nov. 1997 (2.50)
1-7: 1-wraparound c; 2-w/bound-in card; 4,5-Hellstorm 2.50

3D
Feb. 1996-No. 3, Apr. 1996 (2.50)
Image Comics/Top Cow Productions
1-3-Jim Warren-s 2.50
Variant-c 5.00

32 BADDIES (see ASH)
Mar. 1996-Present (2.95)
Event Comics
4-McNamara-c 3.00
2-variant-c 5.00
3-variant-c 4.00

TWILIGHT ZONE (TV)
No.1, 1/73, 3 (5/61-No. 91, 4/79; No. 92, 5/82
Dell Publishing Co/Gold Key/Whitman #92
4-Color 1173 ..... 180.00
4-Color 1288 ..... 110.00
01-860-207 (5-7/62), 1561 ..... 78.00
01-860-210 (8-10/62)-Frazetta c(i) 85.00
2 (11/62, Gold Key)-Crandall-a 60.00
3-11: 3, 4, 9-Extra 40.00
12-Williamson-a 30.00
13-15, 13, 15-Crandall-a, 14-Orlando/Crandall/Torres-a 30.00
16-20 ..... 20.00
21-27: 26-Flying saucer c/story 15.00
28-32 ..... 12.00
33-51: 43-Crandall-a; 51-Williamson-a 8.00
52-70 ..... 5.00
71, 91, 83 (84 (52 pgs.) 3.00
92 (Whitman #1) 3.00
Mini Comic #1 (1976) 3 1/4 x 6 1/2" 1.60

ULTIMATE STRIKE (see RAZOR STRIKE)
Dec. 1996 (2.95, B&W)
London Night Studios
1-w/promotional Chameleon-c 4.00
1 (6.00) Nude Ed. 6.00

ULTRAFORCE
Aug. 1994-No. 10 Aug. 1995 (1.95)
Malibu Comics
0 (2/94, 2.50) 2.50
1 (2.50, 44 pgs.)-w/ bound-in trading card; contributing art: Pirmez, Pratchyna
2-5-(10/94, 1/95) 2.00
2 (2.50) Fluorescent logo, limited edition stamp-a-c 4.00
6-11: 6-Begin 2.50-c. 8-10-Black Knight app. 11-Wein/Glanzman Studios-a 2.50
Malibu, "Ashcan" Ultraforce (6/94) 2.50
/Avengers Prevue (1.95) 2.50
/Avengers 1-(2.95) Iss1-c, Perez p/Ellis-s 4.00
...Spider-Man (1.95) 2 covers, Green Goblin app. 4.00

ULTRAFORCE (2nd Series)
Nov. 1995-Present (1.50)
Malibu Comics
Infinity, 1-12: Infinity-Stack-c/Pratchett-s
1-Regular c/Pratchett-s; 2-Flip book Phoenix

TOTAL JUSTICE #3

Resurrection pt. 7, 1-7 Effects 11-13
Desolators, 14-Desolators/c/p(p) 1.50
Infinity (2000), signed 10.00
Unlimited #0 (9/96, 2.50) Black Knight returns to Marvel Universe 2.50

ULTRAGIRL
Nov. 1996-Present (1.50)
Marvel Comics
1, 2-1st app. 1.50

ULTRAVERSE (Malibu)
...DOUBLE FEATURE
Jan. 1995 (3.95)
1 (68 pgs.)-Flip-c, featuring Prime and Solitaire 4.00
...ORIGINS
Jan. 1994 (99¢)
1-Gentile-c; 2 pg. orig. -s all characters 1.00
1-Newsstand ed., c/#1-, no gatefold 1.00
...PREMIERE
1994 (grey-cover)
0-Ordered this and w/coupons 5.00
...UNLIMITED
June 1996 (2.50)
1-Kelley Jones-c 2.50
...YEAR TWO
Aug. 1995 (4.95)
nn 5.00
...ZERO: THE DEATH OF THE SOUAD

Apr. '95-No. 4, July 1995 (2.95)
1, 2, 3-Extreme Firearm back story 3.00

UNCANNY ORIGINS
Oct. 1996-Present (99¢)
Marvel Comics
1-Cassidy/Wolverine; Sears #1 ..... 1.00
2-12 ..... 2.50

UNCANNY X-MEN, THE (also see Giant Size X-Men)
Feb. 1981-Present (THE X-MEN #1-141)
Marvel Comics Group
142-Nickel app. 22.00
143-Last Byrne issue 9.00
144-150, 150-Double size 6.00
151-157, 158-161, 163, 164 ..... 4.00

214-221, 223, 224-219-Knock jams 5.00
(7/87) 6.00
262-Wolverine battles Sabretooth-c/story 18.00
223-227-Fall Of The Mutants. 226-(2 pg.) 10.00
228-229, 241 ..... 5.00
242-Sabretooth app. 7.00
243-Double size, Mister Sinister 5.00
245, 245-247 245-Cockeyed(p) 4.00
246-1st app. Jubilee 25.00
248-1st Jim Lee art on X-Men 20.00
248-2nd printing ('92, 1.25) 3.00
249, 252, 253-Jim Lee-a 3.00
254-Jim Lee-c 5.00
256, 257-Jim Lee-a 12.00
258-Wolverine solo story-Lee-a 14.00
259-Silvestri-c/Lee-a/Lee-a 4.00
260-265, 260, 261, 264-Lee-a 3.00
266-1st full app. Gambit (Lee Annual 14) 40.00
267-Wolverine vs Silver Samurai; 2nd full Gambit app. 17.00
268-Lee-a; Wolverine, Capt. America, Black Widow team-up 23.00
269-Lee-a 4.00
270-X-Tinction Agenda begins 12.00
271-Gold 2nd printing 4.00
272, 273-X-Tinction Agenda 8.00
275-New Mutants (Cable) & X-Factor app. 7.00
274 ..... 6.00
275-(1.50, 52 pgs.)-Trading c 7.00
275-Gold 2nd printing 2.50
276-280, 277-Last Jim Lee-c/a 3.00
281-New X-Men team, Byrne scripts & Wilfred Portacio-c/a begin (with logo) 7.00
281-2nd printing (red logo) 2.00
282-1st app. Bishop (cover + 1 pg.) 13.00
282-Metallic w/2nd printing (1.00-c) 3.00
283-1st full app. Bishop 18.00
284-293: 287-Bishop joins team. 290-Last Portacio-c/a
294-Brandon Peterson-a begins ends 299 ..... 2.50
294-296 (1.50)-Polybagged w/trading card 5.00
297-299, 301-303, 305-309, 311 ..... 2.00
300-(1.95, 68 pgs.)-Holo-grafix foil-c Ramos, Jr.-c/a 5.00
304-(3.95, 68 pgs.) Magneto hologram on c, 30th anni. issue, Jae Lee (4 pgs.) 7.00
310-Gold ed. 3.50
310-(1.95)-w/Bound-in trading card sheet 2.50
312-321: 312 Begin 1.50-c bound-in card sheet 2.00
314, 317-(2.95) Foil enhanced editions 3.00

318-322 (1.95) Deluxe 320-God ed ... 2.50
322-Onslaught ... 2.50
323, 324, 326-343 323-Onslaught 322 return from "Age of Apocalypse" 328-Subscription 329, 330-Dr Strange app. 331-White Queen cmpts 334-Juggernaut app., w/"Onslaught Update" 335-Onslaught: Avengers Apocalypse, X-Men app. 336-"Onslaught" 338-Archangel's wings return to normal, Pyro app. 339-Sabretooth app. Havok vs Cyclops 341-Gladiator-cl app. 342-Deathbird cameo (1 pg.); Iron-man, 343-Madonna ... 2.00
325 (3.95) Anniversary issue, Gatefold-c ... 5.00
Special 1 (12/90) Kitty-c/a ... 15.00
Special 2 (11/91) ... 15.00
Annual 3 ('91) New art, Wolverine kill in alt. universe app. ... 4.00
Annual 4 ('93) Dr Strange-c/story ... 7.50
Annual 5 ('81) ... 6.00
Annual 6-8 ('82-84, 32 pgs.) 6-Deluxe size ... 5.00
Annual 9 ('1983) Art Adams-c/a; New Mutants x-over from New Mutants Special #1 ... 13.00
Annual 10 ('1986) Art Adams-a ... 11.00
Annual 11 ('87) ... 4.00
Annual 12 ('88) Evil War; Art Adams-c/p/i ... 4.50
Annual 13 ('89) Atlantis Attacks ... 3.50
Annual 14 ('90, 2.00) 1st app. Gambit (minor app.); Art Adams-c/a ... 12.00
Annual 15 ('91, 2.95) Acetate w/Wolverine solo back-up story; 4th app. X-Force ... 4.00
Annual 16 ('92, 2.25) Joe-a/c (2 stories) ... 2.50
Annual 17 ('93, 2.95) Psylocke/ninja-w/sword ... 3.50
Annual 18 ('94, 2.95, 68 pgs.) ... 4.00
: The Dark Phoenix Saga ('1990, 12.95) ... 13.00
95 ('1995, 3.95) wrap-around-c ... 4.00
'96 (2.95) wrap-around c ... 3.00

UNCANNY X-MEN AND THE NEW TEEN TITANS, THE
1995 (2.95, one-shot) ... 3.50
Adams Cameo/DC Comics
I-r/DC AND MARVEL PRESENTS ... 4.00

UNCANNY X-MEN AT THE STATE FAIR IN TEXAS, THE
1983 (One-shot, give-away)
Marvel Comics Group
n/n-Supplement to The Dallas Times Herald ... 10.00

UNCANNY X-MEN IN DAYS OF FUTURE PAST, THE
1982 (1.95, 52 pages)
Marvel Comics Group
n/n-Byrne/Austin r ... 5.00

UNDERDOG (TV)
July, 1970-No. 10, Jan. 1972, Mar. 1975-No. 22 Feb. 1979
Charlton Comics/Gold Key
1 (10 cents, Charlton) ... 60.00
2-10 ... 35.00
1 (2nd series, Gold Key) ... 45.00
2-10 ... 28.00
11-22: 13-1st app. Shack of Solitude ... 17.00

UNDERWORLD UNLEASHED
Nov. 1995-No. 3, Jan. 1996 (2.95, limited series)
DC Comics
1-3-Wraps ... 3.00
: Apocrypha Dark Odyssey 1 (1.95, one-shot) ... 2.00
: Batman Devil's Asylum 1 (2.95, one-shot) Batman app. ... 3.00
: Aliens Hell's Gateway 1 (2.95, one-shot) Alan Scott, Phantom Stranger app. ... 3.00
: Patterns of Fear (2.95, one-shot) ... 3.00

UNEARTHLY SPECTACULARS
Oct. 1963-No. 3 Apr. 1967 (#1 12¢, 2, 3 25¢ issues)
Harvey Publications
1-Tiger Boy, Sinanee ... 16.00
2-Jack O' Frost app., Williamson/Crandall-a ... 25.00
3-Jack O' Frost app., Williamson/Crandall-a ... 25.00

UNEXPECTED, THE (Formerly Tales of the...)
No. 105, Feb-Mar. 1968-No. 222, May, 1982
Horror/Mystery
National Periodical Publications/DC Comics
105-Begin 12¢ issues ... 22.00
106-113, 115-Last 12¢ issue ... 12.00
114, 115, 117, 118, 120, 122-127 ... 8.00
116, 119, 121, 128-Wrightson-c ... 10.00
129-131, 137-156 ... 6.00
132-136 (52 pgs.) ... 6.00
157-160 (100 pgs.) ... 6.50
161-188, 197, 198 (44 pgs.) ... 2.50
189, 190, 192-195 (1.00, 68 pgs.) ... 2.00
191-Kaluta-c/a (1.00, 68 pgs.) ... 3.00
196 (2.01, 200 Roman at Jonny Peril ... 4.00

UNION
Jan. 1995-No. 0, July, 1996 (1.95)
Image Comics/Widescreen Productions
0/7/94, 2, 3 (0) ... 2.50
0-Alternate Portraits, set Deathblow #3 ... 10.00
1-(2.50)-Embossed foil-c, Texaco-c/a ... 2.50
1 (1.95)-Newsstand ed., w/a-b-i-c ... 2.00
2-4 4/2/94) ... 2.00

UNION
Feb. 1995 Present (2.50)
Image Comics/Widescreen Productions
0-1-2, 3-7 ... 2.50
4-(1.95)-Newsstand; WildStorm Rising Pt 3 ... 2.00
4/2-(2.50)-Direct Market; WildStorm Rising Pt 2; bound-in card ... 2.50

UNITY
No. 0 Aug. 1992-No. 1, 1992 (Free)
Acclaim
0 (Blue) Smith-c/a; prequel to Unity w/series of variant-c's; free to everyone that brought Turok's Hex Foe #1 ... 4.00
0/Red app. solo in #3 ... 3.00
0/Gold-c ... 3.00
1-Prequel to Unity x-over; origin and tale for every X-Unity book ... 4.00
1 (Gold) Promotional copy ... 6.00
1/Platinum/Promo copy, w/coa ... 6.00
Yearbook 1 ('95, 3.95) '1994" in indicia ... 4.00

UNIVERSAL MONSTERS
1990 (3.95/4.95, 52 pgs.)
Dark Horse Comics
Frankenstein-w/Original movie adaptation, painted-c ... 4.00
Dracula-w/4.95 Original movie adaptation ... 5.00
Mummy-w/4.95) Original movie adaptation ... 5.00
Creature from the Black Lagoon (4.95) A. Adams/Austin-c/a ... 5.00

UNKNOWN SOLDIER (Formerly Star-Spangled War Stories)
205, Apr.-May, 1977-No. 268, Oct. 1982
National Periodical Publications/DC Comics
205-268: 251-Enemy Ace begins ... 3.00

UNKNOWN WORLDS
Aug. 1960-No. 57, Aug. 1967
American Comics Group
1 Whitney-c/a most issues ... 125.00
2-5: 2-Krenkel-c/a/story ... 70.00
6-10 (1.9 Draxon-c/story ; Thulla 104 issue ... 50.00
12-19, 124 issues thru #57 ... 40.00
20-Horror comics (12¢)/62-63 ... 60.00
21-35 ... 26.00

THE UNTOLD LEGEND OF THE BATMAN #2

47-Williamson/Adks. into the Unknown #24, 3 pgs.; Crap-c ... 26.00
48-57: 49, 50, 54-Orlando. 53-Frankenstein app. ... 21.00

UNKNOWN WORLDS OF SCIENCE FICTION
Jan. 1975-No. 4, Nov. 1975 (1.00, B&W magazine)
Marvel Comics Group
1 Williamson/Krenkel/Torres/Frazetta/Wrightson/Ploog-a ... 6.00
2-4: 2-Sherlock Holmes-c/story ... 3.00

UNTOLD LEGEND OF THE BATMAN, THE
July, 1980-No. 3, Sept.1980 (Mini-series DC Comics
1-Origin, Joker-c ... 4.00
2, 3 ... 3.00
1-3- Batman Cereal premiums (1989 28 pgs., 6x9"), 1st & 2nd printings ... 3.00

UNTOLD TALES OF SPIDER-MAN
Sept. 1995-Present (99¢)
Marvel Comics
1-Russell-c/Ostrander/i-all ... 3.00
2-19 ... 2.00

UNUSUAL TALES (Also beetle #50 on)
Nov. 1955-No. 49, Mar. Apr. 1965
Charlton Comics
1 ... 12.00
2 ... 6.00
3-5 ... 4.00
6-Gilbert-c/a ... 10.00
7, 8-Ditko-c/a ... 13.00
9-Ditko-c/a (20 pgs.) ... 20.00
10-Ditko-c/a(4) ... 145.00
11-(2/58, 68 pgs.)-Ditko-c/a ... 135.00
12, 14-Ditko-c ... 85.00
13, 16-20 ... 25.00
15-Ditko-c/a ... 90.00

21, 24, 28 ... 22.00
22, 23, 25-27, 29-Ditko-c ... 60.00
30-49 ... 18.00

Jim, 1988 (B&W, magazine size)
Warren Publishing Co
1-Intro Vampirella, Pantaretta ... 370.00
2-Anazacus series begins, ends #12 ... 200.00
3-Sazarac, Jaw-dropper ... 30.00
4-7: 5, 7-Frazetta-c ... 80.00
8-Vampirella begins as serious series ... 90.00
9-Death of Bela Lugosi ... 90.00
10-No Vampirella story ... 30.00
11-15: 11-Origin & 1st app. Pendragon ... 50.00
16-18: 20-25 ... 40.00
19 ('1973 Annual) ... 45.00
20, 28-36, 38-40, 51-Frazetta-c ... 30.00
27 ('1974 Annual) ... 34.00
37-('1975 Annual) ... 33.00
41-45, 47-50 ... 22.00
46-Origin of Vampirella retold ('10/77) ... 28.00
51-54, 68, 70, 72, 73, 75-99 ... 16.00
67 (6/77, 76 Photo-c ... 25.00
100 (96 pgs.) Reprint special, orig-a sold ... 50.00
101, 110, 112 ... 22.00
111-Gene Colletta's B-Man (2.50) 28.00
112 (1998) actual 1st items Carmine issued ... 10.00
Annual 1 ('1972) Origin Vampirella ... 225.00
Special 1 ('1977, large size/adventure) ... 28.00

VAMPIRELLA (HARRIS COMICS)
: Hollywood Scream Queen Vampirella Homecoming (1 pg.) ... 2.50
Nov. 1992-No. 5, Nov. 1993 (2.95) ... 4.00
0 ... 5.00
0-Gold ... 10.00
1-Joe Talbot solo & A. Hughes c-#1-3 ... 6.00
1-2nd printing ... 7.00
1/2 ('1997, 2.95) Commemorative ... 3.00
2 ... 20.00
3-5- 1-5 contain certificates for free Dave Stevens Vamp poster 2-3 Brunner-c ... 7.00
Vampirella TPB (10/93, 3.95) 1-7-a, b&w-c ... 6.00
: A PANTHA SHOWCASE
Jan. 1997 Present (1.50)
Harris/Pantha-c/a, 1st issue w/"Blood Lust" Brunner-c/a/b-i-c ... 1.50
: CLASSIC
Feb. 1995-No. 5, Nov. 1995 (2.95)
1-5-1, 4-Guardineer-c/a 1-4-Gonzalez-p/inks ... 3.00
: DEATH & DESTRUCTION
July, 1996-No. 3, Sept. 1996 (2.95, limited series)
1-Cl-a-c, Quesada & Palmiotti-c; Ellis-w/Conner-p; two-covers ... 3.50
2-Deluxe, photo-c ... 5.00
2 (2.95) two editions (1 photo) ... 3.00
: MORNING IN AMERICA
Nov. 1997 Present (2.95, B&W, mini series)
1-All new Kaluta painted-c ... 7.00
2-4 ... 5.00
: OF DRAWLLION
Jan. 1996-Present (2.95,)
1-5-r- 3-polybagged w/card. 4-Tarr-c
: Jim Silke ... 3.00
: PIN-UP SPECIAL
Oct. 1995 (2.95, one-shot)
1-Harris-c, pin-ups by various ... 3.00
: Swimsuit ... 5.00
: SAGA WINGS OF DESTINY
Sept. 1996 (3.99), one-shot)
1-Kaluta-c ... 4.00
: SHADOWHAWK: CREATURES OF THE NIGHT

1995 (4.95, limited series)
1 ..... 5.00
... SILVER ANNIVERSARY COLLECTION
Jan. 1997-Present (2.50, limited series)
1-two editions: Red Girl by Beacham, Good Girl by Silva 2.50
...STRIKES
Sept. 1995-Present (2.95, limited series)
1-7: 1-promo; 2-Quesada pc; polybagged w/card; 3, 6-wraparound c; Eudaemon cf
app. 5-characters; 6-Tenn, 7-Silver Arm Ed., flip book 3.00
1-Newsstand Ed., different photo c 5.00
1-Gold Ed., different photo c 5.00
Annual 1-(12/96, 2.95) Dokrais c 3.00
1-wraparound 3.00
...25TH ANNIVERSARY SPECIAL
Oct. 1996 (5.95, one-shot)
nn-Forrest J. Ackerman intro Frazetta c 6.00

VAMPIRE TALES
Aug. 1972-No. 11, June, 1975 (B&W magazine)
Marvel Comics Group
1-Morbius, the living vampire begins by Morrow (1st solo Morbius series & 1st Morbius app.) 25.00
2 thru Series Finale 10.00
3, 4, 6 11: 3-Satanic app. 6-1st Blade app. 8
Blade app. (see Tomb of Dracula) 5.00
5-Origin Morbius 6.00
Annual 1 (10/75)-Heath r/#9 ..... 3.00

VAMPIRESS LILITUA, THE
Feb. 1996-Present (2.95)
Brainstorm Comics
1-Linsner c/a 3.00
1-Gold (10.00); gold foil logo 10.00

VAMPS (DC Comics/Vertigo)
Aug. 1994-No. 6, Jan. 1995 (1.95, limited series, mature)
1-Ballard c 5.00
2-6-Ballard c 3.00
TPB (9/96, r) 10.00
...HOLLYWOOD & VEIN
Feb. 1996-No. 6, July 1996 (2.25, limited series, mature)
1-6-Wrightson c 2.25

VANGUARD: STRANGE VISITORS
Oct. 1996-Present (2.95, B&W, limited series)
1-3, 3-Sepsimer/app 3.00

VANGUARD ILLUSTRATED
Jan. 1983-No. 11, Oct. 1984
Pacific Comics
1-6, 8-11: 2-Steve Stevens c 1.50
7-1st app. Mr. Monster 5.00

VAULT OF EVIL
Feb. 1973-No. 22, Nov. 1975
Marvel Comics Group
1 (1/93) reprints begin) 3.00
2-23: 3,4-Everett r 1.75

VELOCITY
Nov. 1995-Present (2.50, color)
Image Comics/Top Cow Productions
1-3-Brooks c; 2-Savage Dragon c/app 2.50

VENGEANCE OF VAMPIRELLA (see VAMPIRELLA)
Apr. 1996-No. 25, Apr. 1996 (2.95)
Harris Comics
1 (2.50)-Quesada/Ramos/Morales "bloodlux" wraparound c 20.00
1 (2.50) 2nd printing, blue foil c 5.00
1-Gold 40.00
2 ..... 12.00
3,4 ..... 7.00
5-25: 5-Holyoke card w/trading card. 10-w/coupon for Hyde 23 poster. 11, 19-Polybagged w/card. 23-Felix c. 24-Dendaro c. 25-Quesada & Palmiotti rel. 3.00
Annual 1 (12/95, 3.95) 7.00
...THE MYSTERY MAN
Nov. 1995-Present (2.95)
0 ..... 3.00
VENOM (Marvel Comics)
...ALONG CAME A SPIDER
Jan. 1996-No. 4 Apr. 1996 (2.95, limited series)
1-Green Goblin Man Carnage app. 3.00
...CARNAGE UNLEASHED
Apr. 1995-No. 4 July 1995 (2.95, limited series)
1-4 ..... 3.00
...FUNERAL PYRE
Aug. 1993-No. 3, Oct. 1993 (2.95, limited series)
1-3: 1-Hobgoblin fol c; Punisher app in all 3.00
...LETHAL PROTECTOR (See Amazing Spider-Man #398)
Feb. 1993-No. 6, July 1993 (2.95, limited series)
1-Red hole-gate fol c 5.00
1-Gold variant sold to retailers 20.00
1-Black c variant 150.00
2-6-Spider-Man app. in all 3.00
...NIGHTS OF VENGEANCE
Aug. 1994-No. 4, Nov. 1994 (2.95, limited series)
1-4, 1-Red fol c 3.00
...SEPARATION ANXIETY
Dec. 1996-No. 4, Mar. 1995 (2.95, limited series)
1-4, 1-Embossed c 3.00
...SINNER TAKES ALL
Aug. 1995-Present (2.95, limited series)
1-5 ..... 3.00
...SUPER SPECIAL
May 1995 (2.95, color)
1-flip book 4.00
...THE ENEMY WITHIN
Dec. 1994-No. 2 Apr. 1994 (2.95, limited series)
1-3: 1-Demogoblin & Morbius app. 2-Glow-in-the-dark c 3.00
...THE HUNGER
Aug. 1996-No. 4 Nov. 1996 (1.95, limited series)
1-4 ..... 2.00
...THE HUNTED
May 1995-No. 3 July, 1995 (2.95, limited series)
1-3 ..... 3.00
...THE MACK
May, 1994-No. 3, July, 1994 (2.95, limited series)
1-3: 1-Embossed cover 3.00
...THE MADNESS
Nov. 1993-No. 3, Jan. 1994 (2.95, limited series)
1-3: Kelley Jones c/a; 1-Embossed c 3.00
...TOOTH AND CLAW
Dec. 1996-No. 3 Feb. 1997 (1.95, limited series)
1-3-Wolverine c/app. 2.00

VENUS DOMINA
July, 1996-Present (2.95/4.95, mature)
Verotik
1, 2 (4.95) embossed c; nudity; 1-Dave Stevens c 5.00
2 (2.95) San Diego Edition; Wieringo c 3.00

VERMILLION
Oct. 1996-Present (2.25)
DC Comics/Helix
1-4-Justice Shapeshifter/Obsidian c 2.25

VEROTIK EAST
Jan. 1997 (11.95, mature; one-shot)
Verotik
nn-manga style 12.00

VEROTIKA
May, 1993-Present (2.95, adult)

VERMILLION #5

The Phantom Stranger 1-3 (0.50, 10/93) 2.50
The Eaters 1 (4.95, 1995/Millennium) 5.00

V FOR VENDETTA
Sept. 1988-No. 12, May 10, 1989 (2.00, mini-series)
DC Comics
1-10: Alan Moore script; c-all 2.00
1Th (1990, 14.95) 15.00

VIGILANTE: CITY LIGHTS, PRAIRIE JUSTICE
Nov. 1995-No. 4, Feb. 1996 (2.50, limited series)
DC Comics
1-4-Robinson 2.50

VIOLATOR (See Spawn #2)
May, 1996-No. 3, Aug. 1996
(2.95, color)
Image Comics/Todd McFarlane Productions
1-Alan Moore's 5.00
2-3-Alan Moore script. 2,3-Bart Sears c/pi/a(p) 4.00

VIOLADOR VS. BADROCK
May, 1995-No. 4, Aug. 1995 (2.50, limited series)
Image Comics/Extreme Studios
1-4-Alan Moore's. 1-variant c (2M) 2.50

VISIONS
1-Ellington 45.00
2-Ellington 20.00
3-Ellington 20.00
4-Ellington 3.50
...JAM
Aug. 1993 (2.95) nn
1-Ellington 3.00

VOGUE
Dec. 1993-Present (2.95, mature)
Image Comics/Extreme Studios
1, 2-Liefeld c 2.50
1 variant c 3.00

VOODOO+ZEALOT: SKIN TRADE
Aug. 1995 (4.95, one-shot)
Image Comics/Widetrees Productions
1 ..... 5.00

VORTEX
1996 (12.95)
Emily Comics

VOYAGE TO THE BOTTOM OF THE SEA
Dec. 1962-No. 4, Sept. 1963 (Based on movie)
Dell Publishing Co.
4-Color 1261 (#1) 30.00
2 ..... 15.00
3, 4 ..... 12.00
VOYAGER
Jan. 1988-No. 17, Apr. 1991
Pacific Comics
1-Miller c/a 3.00
2-17: 2-Miller c 2.00
...IN THE GRAIL ENGINE
Aug. 1991-No. 3, Oct. 1991 (2.00, limited series)
1-3: 1-Miller c 3

June, 1990-No. 38, July, 1992 (1.50) Disney Comics
1-Rosa story & art (1st Disney work) ... 3.00
2-38 ... 2.00

WALT DISNEY'S DONALD DUCK AND MICKEY MOUSE
1993-Present (1.50)
Gladstone Publishing
1-7 ... 1.50

WALT DISNEY'S UNCLE SCROOGE
Oct, 1986-No. 242, Apr, 1990 No. 243, June, 1990-Present
Gladstone Publ./Disney Comics #243
280/Gladstone #281 on
210-Duff'n Beagle Story ... 20.00
211-218 ... 15.00
219-Son Of The Sun by Rosa ... 25.00
220-Star Rosa story ... 5.00
221-230, 224, 226, 227-Rosa-a ... 3.00
231-240, 235-Rosa story/art ... 3.00
241, 242-(65, 68 pgs.) ... 3.00
242-249, 251-280, 280-284 (1.50)
282-(=WDCS #98) ... 2.25
250-(2.25, 52 pgs.)-Barks r-/ ... 3.00
-/- Gratitude-wears start age 5 ... 5.00
255-The Life and Times of Scrooge McDuck Pt. 1, Rosa-c/a/scripts ... 10.00
286-296-The Life and Times of Scrooge McDuck Pt.2-11, Rosa-c/a/scripts ... 5.00
297-303, 301-r/Barks, 302-Barks-r/a ... 1.50

WALT DISNEY'S UNCLE SCROOGE ADVENTURES (Uncle Scrooge Adventures #1-3)
Nov, 1987-No. 21, May, 1990 (95¢)
No. 22, Sept, 1992-Present (1.50)
Gladstone Publ.
1-Barks-r ... 8.00
2-(5, 54-Barks-c/a ... 4.00
6-19, 9, 14-Rosa-a/c ... 3.00
20, 21-(1.95), 50-Rosa-c/a ... 3.00
22 (1.50)-Rosa cover, r/US #26 ... 5.00
23 (2.25), 68 pgs.)-Vs. Phantom Blot, Barks-r ... 4.00
24-26, 29, 31, 32, 34-36, 24, 25, 29, 31, 32-Rosa-c, 25-r/US #21 ... 2.50
27-Sketchbook Of Rosa (history, Rosa-c/a/story, notes on Rosa's work) ... 3.00
Uncle Scrooge Adventures Guidebook ... 3.00
28-(2.95, 68 pgs.)-r/US #13 w/restored missing panels, Rosa-c ... 4.00
30-(2.95, 68 pgs.)-r/US #12; Rosa-c ... 3.00
33-(2.25) ... 3.00
37-(2.25, 64 pgs.)-new Barks sty ... 3.00
37-45 41-begin 1.50-c ... 1.50

WALTER (see THE MASK)

WANDERING STAR
1993-Present (2.50/2.75, B&W)
Pen & Ink Comics/Zeitas Entertainment
1,2 ... 3.00
3-9-(2.50) Tod S. Wood-c/a-a ish ... 2.50
10-11 (Chaos!) (2.75) ... 2.75
12-19 12(1/96, 2.50) 1st Brian Stone ... 2.50
20-(12.95, 68 pgs.) ... 13.00

WANTED: THE WORLD'S MOST DANGEROUS VILLAINS
July-No. 4, Jan, 1972-No. 9, Apr, 1973 (All 20¢ issues)
DC Comics (All reprints)
1-Batman, Joker, Green Lantern/G.A. #1 ... 8.00
2-Batman, Joker, Penguin story reprints ... 6.00
3-Batman, Joker, Penguin story reprints ... 4.00
4-9-(All reprints) ... 4.50

WARBLADE: ENDANGERED SPECIES
Jan, 1995-No. 4, Apr, 1995 (2.50, limited series)
Image Comics/Wildstorm Productions
1-4: 1-Gatefold wrap-around-c ... 2.50

WARCHILD
Apr, 1995-No. 4, Aug, 1995 (2.50)
Maximum Press
1-Kerbil-ch's ... 3.00
2-4 ... 2.50
1-2-variant-c ... 5.00

WARLOCK (The Power Of...) (See Fantastic Four #66, 67, Incredible Hulk #178, Infinity War, Marvel Premiere, Silver Surfer #46, Strange Tales, Thor #165)
Aug, 1972-No. 8, Oct, 1973, No. 9, Oct, 1975-No. 15, Nov, 1976
Marvel Comics Group
1-Origin retold by Kane ... 25.00
2,3 ... 10.00
4-Death of Eddie Roberts ... 7.00
5-2nd Thanos saga begins, Thanos cameo, Starlin/c/a in #9-15 ... 9.00
6-Origin retold, Thanos & Gamora cameo ... 6.00
7-Thanos vs. Warlock ... 5.00
8-Thanos cameo, Warlock dies ... 5.00
9-14: Saga cont. 14-last 25¢ issue ... 10.00
15-Thanos-c/a-p ... 3.00
WARLOCK (Special Edition or cover)
Dec, 1982-No. 6, June, 1983 (1.00, Direct)
Marvel Comics Group
1-6-Thanos-c/3rd. Starlin, 178-181, Warlock
1-15: Mary Teen-Up, 25, Avengers Ann. 7, Marv. 2-in-1 Ann. 2 ... 2.50
Special Edition #1 (12/83) ... 2.25

WARLOCK
May, 1992-No. 6, Oct, 1992 (2.50, mini-series)
Marvel Comics
V2#1-6-r/Warlock Special Edition series ... 2.50

WARLOCK AND THE INFINITY WATCH
Feb, 1992-No. 42, July, 1995 (1.75/1.95)
Marvel Comics
1-Starlin scripts begin, Austin-c/i ... 4.00
2-Jaguar-Infinity Gauntlet and Infinity Watch cameos, 2 Thanos Moondragon ... 3.00
3-Thanos appearance ... 2.50
4-24, 26, 27, 29-Thanos app. Moondragon app. 8, 9-Gamora bat-c & Thanos app., 10-Thanos, Infinity Gauntlet ... 2.25
25 (2.95, 52 pgs.)-Starlin-c/a/ embossed foil-c ... 3.00
28-42: 28-Begin 1.95 c, Ikaruna-c-card sheet, 42-Final issue ... 2.00

WARLOCK CHRONICLES
June 1993-No. 8, Feb 1994 (2.00, mini-series)
Marvel Comics
1 (2.95)-Hale-gratis foil & embossed-c, origin retold, Starlin script begin
Both Willingham-i ... 3.00
2-8-3 Thanos & Magnitron-c/story 4 vs Magnus/story ... 2.00

WARLORD, THE
Jan-Feb, 1976-No. 133, Winter, 1988-89
National Periodical Publications/DC Comics
1-Conrad Thain 1st issue Special, Mike Grell-c ... 25.00
2-Mike Machine ... 8.00
3-5 ... 5.00
6-10: Johnny Hamish, 9-New costume ... 4.00
11-20: 11-Origin-r ... 4.00
21-40: 37, 38-Origin Omac by Starlin ... 2.00
41-47, 49-130, 132: 51 Reprints #1 100 double size ... 1.50
48 (52 pgs.)-1st app. Arak ... 3.00
131-1st battle-a of DC (9/88) ... 2.00
133-last issue (52 pgs.) ... 1.50
Annual 1 (1982) ... 2.00
Annual 2-6 (1983-87) ... 1.00

WAR MACHINE (See Iron Man #281, 282 & Marvel Comics Presents #152)
Apr, 1994-No. 25, Apr, 1996 (1.50) Marvel Comics
"Nuclear" Edition (no date, 75¢, B&W, 16 pgs.) ... 0.75

1 (2.95, 52 pgs.)-Starlin-c/a, embossed foil-c, Cable-c ... 3.00
1 (2.00, 52 pgs.)-Reverend Ed.-c, Cable

WARRIOR OF WAVERLY STREET, THE ... 10.00

WEIRD WAR #74

1992-Present (2.95)
Image Comics
1-Liefeld-c/a ... 3.00
1-2,000, 52 pgs.)-Reverend Ed.-c, Cable

WARRIORS
1993 (9, B&W, one-shot)
CFD Productions
1-Hunter Dark One-c ... 2.50

WATCHMEN
Sept, 1986-No. 12, Oct 1987 (max series)
DC Comics
1 ... 4.00
2-12 ... 2.00
Hardcover-(1988) ... 40.00
Softcover ... 20.00

WEAPON X
1 ... 4.00
2-5 ... 3.00
6-20 ... 2.00

WEAPON ZERO (Image Comics/Top Cow)
Pin-ups ... 3.00
1 (1995, 1995 No 4 Oct 1995 (2.50)
1-Embossed-c ... 3.00
SILVER SURFER (in Marvel)
1 1997 (2.95)
Devil's Reign pt 1 ... 3.00
VOLUME II
May, 1995-Present (2.50)
1-10 Scrimmages, Begin Top Cow, 10-Devil's Reign ... 2.50

WEB OF SCARLET SPIDER
Oct 1995-No. 4, Jan, 1996 (1.95)
Marvel Comics
1-4-reprints "Web of Spider-Man" ... 2.00

WEB OF SPIDER-MAN
Apr, 1985-No. 129, Nov, 1995
Marvel Comics Group
1-Silk-type black-costume ... 40.00
2, 3 ... 20.00
4-8 7th/A-c-rpnt ... 9.00
9-13, 10-Fun-hc ... 8.00
14-28 18 (9/86) 1st app. Venom (behind the scenes, not shown) 19-Intro Hobgoblin ... 5.00
29-New Hobgoblin (Macendale), Wolverine cpp ... 15.00
30-Origin recap-Rose & Hobgoblin (Lands) ... 15.00
31, 32-Six part Kraven storyline begins ... 10.00
33-37, 39-47, 49 ... 3.00
38 Holographic cpp ... 7.00
48-Origin & 1st full app. of demonic Hobgoblin (Demogoblin) cont. in Hero Scout, Spider-Man #147 ... 25.00
50-(1.50, 52 pgs.) ... 3.00
51-58 ... 2.00
59-Cosmic Spidey cont. from Spect Spider ... 10.00
60-65: 68-85, 87-89, 91-94: 84-Begin 6 part Rose & Hobgoblin II story #3, 94-Hobgoblin (Maxwell Dillon) w/Ag 0.00 86, 87, 88: 66,67-Green Goblin cpp as a super-hero, 86-Demon saves Hobgoblin, 87, 88-Spider Hoogan-c, polybagged w/poster ... 5.00
90-2nd print gold holofoil-c ... 3.00
95-Begin 6 part x-over w/Spects of Venom ... 3.00
96-99, 101-106, 104-106-Hobgoblin backups ... 2.00
100-(2.95, 52 pgs.)-Holographic foil-c; wrap Spider-Armor ... 5.00
107-111 107 intro Sandstorm, Sand & Quicksand app. ... 1.25
112-116, 118, 119 121-124, 126 127 Begin 3 60-c bound in trading card sheet 113 Gambit cpp 116 1st app. Venom, Venom app. 119-Intro Re-ma, Scarlet Spider, Venom app. 127 Mace Carnage pt 2, 128-cover insert ... 1.50
113 (1.95) Collector's Ed. polybagged w/Trad-c 16 pg. preview of Sins cartoon & animation ad ... 3.00
117-(1.50) Flip book: Power & Responsibility pt 2 ... 1.50
117-(2.95)-Collectors edition Trade flip book ... 4.00
118-(4.65) Direct ed. polybagged w/Marvel Universe Annex: 8-Mil 8.50 & coupon for Annex: S-M 4789: S-M 9.0 & Spect. S-M #216 ... 6.50
120 (2.25)-Flip book w/preview of The Ultimate Spider-Man ... 2.25
125 (1.95)-Hobgoblin-Green Stacy clone ... 4.00
125 (2.95) Flowland ... 4.00
Super Special (95, 3.95) 1 Pgs book ... 4.00
Annual 1 (1982) ... 3.00
Annual 2 (1983) Arthur Adams-c ... 3.00
Annual 3 (87) ... 3.00
Annual 4 (88) Evolutionary War ... 3.50
Annual 5 (89, 2.00) Atlantis Attacks ... 2.75
Annual 6 (90, 2.00) Punisher backup story ... 2.75
Annual 7 (91, 2.00) Origin recap of Hobgoblin I & II, Green Goblin I & II, Venom, Jason/Austin-c ... 2.75
Annual 8 (92, 2.25) Venom story, pt. 2 ... 2.75
Annual 9 (93, 2.95) Polybagged w/card ... 3.25
Annual 10 (94, 2.95, 68 pgs.) ... 3.00

WEEDS
Aug, 1996-Present (2.75/3.00/ B&W)
Lightning Comics
1-6 (2.75) ... 2.75
1b-(3.00) ... 3.00
1 (9.95) Commemorative Ed. ... 10.00
WEIRD MYSTERY TALES (See DC 100 Page Super Spectacular #1)

KEY HOT COLD

July-Aug, 1972 (No. 24 Nov, 1975 National Periodical Publications
1-Kirby-c; Wrightson spash pg. ..8.00
2-24: 4-Starlin-c. 24-Wrightson-c ..3.00

WEIRD WAR TALES
Sept-Oct, 1971-No. 124, June, 1983
National Periodical Publications/DC Comics
1-Roberts-a; 1-4, 7, a-1-7 ..20.00
2, 3-Drucker-a. 2-Grandal a. 3, 5-Heath a ..5.00
6-7, 9, 10, 5, 6, 10-Toth-a ..7.00
8-Neal Adams-c/a ..10.00
11-30: 24-Crandall & Ayers-r/#2 ..4.00
31-63, 65-67, 69-124: 93-Intro Karen Character Commandos 101-Intro/origin Gil Kane ..2.50
64, 68-Frank Miller-c ..4.00

WEIRD WESTERN TALES (see JONAH HEX)
(Formerly All-Star Western)
No. 12, June-July, 1972-No. 70, Aug, 1980
National Periodical Publications
12-(52 pgs.)-Origin/1st app. Jonah Hex; 1st Jacob & Pow Wow Smith, El Diablo by Nino Assarro/Wrightson ..30.00
13-#8 app. Jonah Hex; Neal Adams-c ..25.00
14, 29: 14-Bat-a. 29-Origin Jonah Hex ..12.00
15-Neal Adams-c/a; no Jonah Hex ..12.00
16, 17, 19-28, 30-38 Jonah Hex-r/#1 ..8.00
18-1st all Jonah Hex issue (9-12/73) & Logan ..12.00
39-70: 39-Origin/1st app. Scalphunter & Logan ..3.50

WEIRD WONDER TALES
Dec, 1973-No. 22, Nov, 1977
Marvel Comics Group
1-Wrightson/Mooney/Ploog-r ..2.00
2-22: 19-22-Dr. Druid (Doctor) r ..2.50

WEIRD WORLDS
Aug-Sept, 1972-No. 9, Jan-Feb, 1974, No. 10, Oct-Nov, 1974
National Periodical Publications
1-John Carter, Warlord of Mars & Beowulf (intro begin in DC app.); Kaluta-c/a (91-10 pss 324 issues) ..5.00
2-7: 7-Lost John Carter ..2.50
8-10: 8-Neal Wolf begins (16 pgs.) by Chaykin ..1.75

WEREWOLF (Also see Dracula & Frankenstein)
Dec, 1986-No. 3, Apr, 1987
Dell Publishing Co.
1-1st app. (Super hero) ..8.00
2, 3 ..5.00

WEREWOLF BY NIGHT (Also see Giant-Size...)
Sept, 1972-No. 42, May, 1977
Marvel Comics Group
1-Moon Knight cameo ..50.00
2 ..35.00
3-5 ..17.00
6-10 ..12.00
11-20: 15-New origin, Gracula-c/sty ..10.00
21-31 ..9.00
32-Origin/1st app. Moon Knight ..7.00
33-42: 33-Moon Knight ..4.00
34-36, 38-43 ..4.00
37-Moon Knight cameo ..8.00

WEST COAST AVENGERS
Sept, 1984-No. 4, Dec, 1984 (Miniseries)
Marvel Comics Group
1 ..2.00
2-4 ..1.50

WEST COAST AVENGERS (Avengers West Coast #48 on)
Dec, 1985-No. 102, Jan, 1994

Marvel Comics Group
V2#1-20 ..1.50
21-41 ..1.00
42-John Byrne-c/sc/ch begin ends #57 ..2.00
43-49: 48-Becomes Avengers West Coast ..1.00
50 Bi-sms org pg/1st Jurmac-Simon 51-74, 76-99 37,88-Wolverine-c/a 75-[1.50, 52 pgs.] 1st Four Horsemen ..3.00 12 Kt. ..3.00 Iron Man-c/app. ..3.00 Avengers ..3.00 Wolverine-c/app. ..3.00 Avengers ..3.00
16-Conan battles Wolverine
22-Silver Surfer by Lim/Austin/c/a ..3.00
28-Wolverine, Punisher app. ..2.75
29-31, 50, 52 pgs.)-Wolverine app. ..2.00
36-Punisher app. ..2.00
30-31 (75, 52 pgs.) ..1.75
31-40, 31-Comic Spidey & Venom app. ..1.50
37-Wolverine ..1.50

41-61 75, 52 pgs.)-Avengers vs. Galactus ..1.75
62-69, 51-60, 63-Wolverine app.
Heroes/Punisher. 63-Cross/Rider 66-Cable story. 67-Magneto. 69-Silver Surfer/Thanos. 52-Dr. Doom. 54-Death's Head. 58-Punisher. 59-Wolverine. 60-X-Men Wedding Album ..1.50
70-[2.95, 68 pgs.]-Foil embossed-c. "What If Hulk Had Killed Wolverine" ..3.00
71-99: 81-begin 1.50-c; bound-in card sheet. Spider-Man. 74-X-Men. 76-Iceman vs. Hulk. 77, 81-X-Men. 78-Silver-c. 80-Hulk. 83-Daredevil, Dr. Strange, Elektra. 84, 85-X-Men. 86-Spider-Man. 87-Sentinels. 88-Spider-Man. 89-Fantastic Four. 90-Cyclops & Havok. 91-The Hulk. 92-Wolverine. 94-Juggernaut. 95-Ghost Rider ..1.50
99-[2.95]-begin 1.50-c; bound-in card sheet. Spider-Man. 74-X-Men. 76-Iceman vs. Hulk. 77, 81-X-Men. 78-Silver-c. 80-Hulk. 83-Daredevil, Dr. Strange, Elektra. 84, 85-X-Men. 86-Spider-Man. 87-Sentinels. 88-Spider-Man. 89-Fantastic Four. 90-Cyclops & Havok. 91-The Hulk. 92-Wolverine. 94-Juggernaut. 95-Ghost Rider ..1.50

WHEELS AND THE CHOPPER BUNCH (TV)
July, 1975-No. 7, July, 1976
Charlton Comics (Modern Publications)
1-Dalymo text ..8.00
2, 7-Adams-a. 3-Byrne-c & text ..4.00
4-6 ..4.25

WHERE CREATURES ROAM
July, 1970-No. 8, Sept, 1971
Marvel Comics Group
1-Adap/Ayers-a. Dikka 1, 2, 4, 6, 7, 8-Ploog-a ..4.00
3, 5-Buscema-a ..3.00

WHERE IN THE WORLD IS CARMEN SANDIEGO? (TV)
DC Comics
4-Adaptation of T.V. show ..1.75

WHERE MONSTERS DWELL
Aug, 1970-No. 18 ..4.00
No. 19 (Reprints) ..2.00

WHERE'S HUDDLES? (TV) (See Fun-In #1 thru 4)
Jan, 1971-No. 3, Dec, 1971
Gold Key (Hanna-Barbera)
1 ..10.00
2, 3-Reprints most of #1 ..6.00

WHOA, NELLIE! (also see GIRL CRAZY & LOVE AND ROCKETS)
July, 1990-No. 3, Sept, 1990 (2.95, B&W, limited series)
Fantagraphics Books
1-3-Jaime Hernandez a-sts ..3.00

WHO'S WHO IN STAR TREK (see STAR TREK)
Nov, 1987-No. 2, Apr, 1988 (1.50)
DC Comics
1,2 ..5.00

WILDC.A.T.S ADVENTURES
Sept 1994-No. 6, Jan, 1995 (1.95)
Image Comics/Wildstorm Productions
1-3 ..3.00
6-10: 8-Begin 2.50-c ..2.50
Sourcebook 1 (1.95, 2.95) ..3.00

WILDC.A.T.S: COVERT ACTION TEAMS
Aug, 1992-No. 4, Mar, 1993, No. 5, Nov, 1993 (Issues 1 (9.95/2.50)
Image Comics/Wildstorm Productions
1-(9.95, 68 pgs.)-Jim Lee/c/a in all; contains 2 cards (2 versions each, each with a different card) ..5.00
1-(Alt gold foil cover) ..30.00
1-(Alt silver foil variant) ..10.00
1-Newsstand ed., w/o cards ..3.00
2-(2.50) Erik Larsen-c/a/story ..2.00

poly container coupon for Image Comics #0, 1st app. Warblade by Portacio, 4 pg. preview) ..5.00
2-With coupon missing ..2.00
2-Direct Sale edition w/no prices on cover ..3.00
2-Newsstand copy, no cards or prisms ..3.00
3-(2.50) 3 new Wildcats; 4-Adaptation of Clerks card, 1st app. Tobe by Silvestri ..3.00
4-Variant w/Wildcats trading card ..8.00
4-Variant w/o Tri-Gold #7-Silver ..4.00
5-(2.50) 8 Cameos of X-Men's Wolverine; 5 Scott Summers ..4.00
6-9 ..2.50
10-(2.95) Jim Lee/Scott Williams-c/a/story; 4 Battle Chasers ..5.00

WILDC.A.T.S Sourcebook 1 (9.95), 2 (3.50) has embossed-c (rare. Gold ed.) ..2.50
WILDC.A.T.S Sourcebook 2 (11.94, 72 pgs.)-Wraparound-c ..2.50
-Compendium (6/93, 9.95) Poly-bagged w/#14 & #15 ..10.00
-Special 1 (11.93, 3.50; 52 pgs.)-Fiona Chanes/Williams-c/a & 6 pin-up ..3.50

WILDC.A.T.S TRILOGY
June, 1992-No. 3, Dec, 1993 (1.95, mini-series)
Image Comics/Wildstorm Productions
1-(2.50) Multi-color foil-c. Jim Lee-c/a ..2.50
1-(1.95)-Newsstand ed., w/o foil-c ..2.00
1-(2.50)-Direct ed. ..2.00

WILDSTAR (Image Comics)
-SKY ZERO
Mar, 1993-No. 4, Nov, 1993 (1.95, mini-series)
1-(2.50) Embossed-c w/silver ink ..2.50
Flip-c ed. ..6.50
1-Newsstand ed. w/silver ink-c, not embossed ..2.00
2-4. Ordway c/a-in all ..3.00
-VOLUME II
Image Comics/Highbrow Entertainment
Sept, 1995-Present (2.50)
1-3 ..2.50

WILDSTORM (Image Comics/Wildstorm Productions)
1996/1995/1996/1997 (2.95/4.95)
Chamber of Horrors (10/95, 3.50)

Riders 3.50
Rambo 1 (12/94, 4.95, 32 pgs)/1 Pt Gen 13 ..... 8.00
Swimsuit Special 1 (12/94, 2.95) 4.00
Swimsuit Special 2 (93, 2.50) 3.00
Universe Sourcebook (5/95, 2.50) 2.50
Universe 97 1 (2/96, 2.50) Wrap-around c. Art Adams 2.50
UR (95, 2.50, limited series) 1 each by various 2.50

WILDSTORM RISING
May, 1995 (1 95/2.50)
Image Comics/Wildstorm Productions
1 (7.95) Combo-packed Wildstorm Rising Part 1 (assoc. w/comic) 8.00
1 (1.95) Newsstand Wildstorm Rising Part 1 ..... 2.00
2 (1.75) Newsstand; Wildstorm Rising Part 10 ..... 2.25
TPB (19.95) EWS-c 20.00

WILD YARD, WEST, THE (TV)
June, 1986-Feb. ?, Oct. 1989
Gold-Key
1-W/Will Ramos 115.00
2-5 ..... 65.00
3-7 ..... 65.00

WILLOW
June, 1996-Present (2.95, B&W)
Angel Entertainment
0,1 ..... 3.00
0 (95 PG) "Black Magic" Tobin c. 6.00
0 (10.00) "Maze" Ed. 10.00
1 (5.95) Nude Ed. 6.00

WISE SON: THE WHITE WOLF
Nov, 1996-No. 4, Feb., 1997 (2.50, limited series)
DC Comics/Milestone
1-Hi-Clo Ellis Anderson-s/c 2.50

WITCHBLADE (Image Comics/Top Cow Productions)
Nov.-1998-Present (2.50)
Image Comics/Top Cow Productions
1 (2.5, wrap) 3.00
1-Terror-rpt in all 15.00
2 ..... 8.00
3 ..... 6.00
4-11: 3-wrap-around c. 9: Daniel-a(p) ..... 10 Deitions #0 ..... 2.50
9-variant c. 5.00
10-variant c. 15.00
10 (3.95) exclusive alternate c. 4.00
...COLLECTED EDITION
July, 1998-Present (4.95, limited series square bound)
1-4: 1-4 rpt. 2 ..... 5.00
Slipcase (10.95) 11.00

WITCHCRAFT
May, 1997 (2.95)
1-Devil's Reign pt. 6 ..... 3.00

WITCHCRAFT
June, 1994-No. 3, Aug. 1994 (2.95, limited series)
DC Comics/Vertigo
1: Sakaric-c. Robinson-s 5.00
1-Platinum edition 24.00
TPB (14.95) rf/1-3 ..... 15.00

WITCHBLADE/TOP (Continued with The Unexpected with #189)
Feb-Mar. 1964-No. 83, Oct. 1978
National Periodical Publications/DC Comics
1-Witches Weirdest 30.00
2 ..... 14.00
3-Unexpected Super-Hero 11.00
4-5 ..... 10.00
6-Fish Head Adventure 8.00
7-Williamson/Torres-a 7.00
8-Williamson/Gonzon, Jones-a 5.00
9-11 ..... 4.00
12-15 ..... 2.25
16-20 ..... 2.50
21-30 ..... 2.25
31-40 ..... 2.00
41-50 ..... 1.50
51-60 ..... 1.25
61-83 ..... 1.00

WOLVERINE (Also see Marvel Comics Presents)
Nov. 1988-Present (1.50/1.75/1.95)
Marvel Comics
1-Buscema begins, ends 16 ..... 35.00
2 ..... 17.00
3-5 ..... 14.00
6-9: 7: Bl Rub app 12.00
10-Bolton cover, Sabretooth appearance 35.00
11: 1st New Costume 25.00
12-20: 17: Byrne-c/a begins, ends #23 ..... 9.00
21-30: 24, 25, 27: Jim Lee-c 4.00
31-40, 44, 47: 26 Begin 1.75-c 3.00
41: Sabretooth claims to be Wolverine's father, Cable comes 6.00
43: Gold 2nd printing 2.00
42: Sabretooth & Cable app., Sabretooth proves not to be Wolverine's father 5.00
45: Gold 2nd printing (1.75-c) 2.00
43: Sabretooth/Wolverine saga concludes 5.00
45, 46: Sabretooth story 4.00
48, 49: Sabretooth app., Weapon X sequel 3.00
50-(2.50) 64 pgs.): Die-cut-c, Wolverine & X-sequel concludes, Wolverine back to yellow costume 5.00
51-74, 76-80, 51-Sabretooth-c/app., 55-57: Gambit app., 57: Death of Mariko, 60-64: Sabretooth storyline 2.00
75 (3.95, 68 pgs.): Wolverine holograph-c/story 7.00
81-84, 86-89: Magneto I.D.W.E. saga, double-size 3.00
85-(2.50)-Reincarnated edition 3.00
85-(2.50)-Collectors edition 5.00
87-90 (1.95): Deluxe edition 3.00
91-99, 101: Standard edition 2.50
100 (2.95, 104 pgs.): 98 Return from Weapon X sequel 4.00
100-Variant-c 10.00
Annual '92 (Canadian) (pp. 98) 4.00
Elektra saga: 100 Days of Darkness 3.00
103: "Onslaught" 1/2 Sherman-c/app. 2.00
100 (3.95) Hologram-c, Wolverine loses immunity 8.00
100 (2.95) Regular-c 5.00
Annual '94 (81, 1.95), 4.50-The Jungle Adventure 4.50
Annual 2 (12/96, 4.95)-Bloodbath 5.00
Annual '98 (pp. wrap-around-c, Silver Surfer, Sunfire, Yukio, and Psi Force app. 3.00
Annual '99 (#5, 9/99, 5.95)-Alpha Flight, Cable, Hulk & New Mutants app., 2nd print exists 6.00
Battles the Incredible Hulk '99 (1999, 4.95, 52 pgs.)-Rigoletto recreates Hulk #181 & 181 ..... 5.00
Beast Hungry (#3, 6/95, 68 pgs.) 7.00
Bizarre Adventures-Wolverine stories from Marvel Comics Presents #8-99 ..... 7.00
Bloody Choices nn (1993, 7.95) 8.00
Brokedown Palace (#1, 5/94, graphic novel) 6.00
Encyclopedia (8.95, 11/96) 6.00
Global Jeopardy (1/97, 5.95) Marvel Knights-c, Sub-Mariner, Zabu, Ka-Zar, Shanna & Wolverine; produced in cooperation w/World Wildlife Fund 6.00
Inner Fury nn (11/92, 5.95) Metallic ink-c 6.00
Japan Action Special (#1, 1/95) 6.00
Kitty Pryde & Wolverine (#1, 4/84, limited series) 6.00
Save The Tiger 1 (7/92, 2.95) Keith-c, Wolverine stories from Marvel Comics Presents #1-10 ..... 3.00
Triumphs and Tragedies (95, 16.95, TPB)-r/Uncanny X-Men #109, 172, 173, Wolverine Ist series #4, Wolverine #41, 42, 75 ..... 17.00
Typhoid's Kiss (#1, 6/95)-r/Wolverine stories from Marvel Comics Presents #109-146 ..... 7.00

WOLVERINE #111

WOLVERINE (Marvel Comics)
...AND THE PUNISHER: DAMAGING EVIDENCE
Oct. 1992-No. 3, 1993 (2.00, mini-series)
1, 2, 3: Indicia says Punisher & Wolverine 2.00
...GAMBIT VICTIMS
Feb. 1995-No. 4, Dec. 1995 (2.95, limited series)
1-4 foil-c, Jeph Loeb-c/Sale-c/a 3.00
...KNIGHT OF TERRA
1995 (6.95, one-shot)
nn-Chromium c. 7.00
...SAGA, THE
Sept. 1988-No. 4, Dec. 1989 (3.95, deluxe maxi-series)
1-Begins origin, Garbiel/Austin-c 5.00
2-4 ..... 4.00
...VS. SPIDERMAN
Mar. 1995 (2.50, one shot)
1-r/Marvel Comics Presents # 48 50 ..... 2.50
...WITCHBLADE
Mar. 1997 (2.95, one shot)
1-Devil's Reign pt. 5 ..... 3.00

WONDER WOMAN
No. 73, Apr. 1955-No. 329, Jan., 1986
National Periodical Publications/DC Comics
73 (#1, 12-cent-size reprint of issue) 125.00
91 92 93 97 99 ..... 95.00
95-Atom Bomb c-c 90.00
98-New origin & new art from Amazing Spider-Man #39 ..... 105.00
100 (10/59) 110.00
101 104 106 110 ..... 85.00
103-Secret origin, scarce (4/59) 425.00
111 120 ..... 55.00
121-126-126-last 10¢ issue 40.00
127-130 ..... 30.00
131-150-132-Flying saucer-c 25.00
151-158, 160-170, 170-172(6/66) 23.00
159-Origin retold (1/66), 1st S.A. origin! 35.00
171 178 ..... 10.00

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2.00	4.00	6.00	
3.00	6.00	9.00	
2.50	5.00	7.50	
2.00	4.00	6.00	
1.50	3.00	4.50	
1.25	2.50	3.75	
1.00	2.00	3.00	
1.00	2.00	3.00	
1.00	2.00	3.00

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136, 138 ..... 14.00
137 Phoenix dies, double size 18.00
139 Wolverine's new costume 30.00
140-Alpha Flight app. (also in #139) 28.00
141-Into Future X-Men; joins Roche (Phoenix II 3.00

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8-10 3 Comics vs. Bishop;+Story 9
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4.00
14-16-fall 16-2nd Psylocke 3.00
17-24, 26-29, 31-38, 40 Silvestri's run
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56-Avengers, FF Spotlight app.
"Onslaught" 56 Dr. Doom app. 57-
Xavier taken into custody 58-Wolverine
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Special 1995 (2.95) 4.00
96 (2.95) wraparound c 3.00
"Askani'Son" #1 ..... 1.00
Fatal Attractions (94, 17.95, 196 pg.)

FACT

GENERATION X
ARTIST AND
CO-CREATOR
CHRIS
BACHALO
ALSO WELL
REMEMBERED
HIS WORK
ON
VERTIGO'S
HELLBLAZER

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96 (2.95) wraparound c 3.00
"Askani'Son" #1 ..... 1.00
Fatal Attractions (94, 17.95, 196 pg.)

X-FILES #25

Mar. 1995-Present (1.95)
Marvel Comics
1-Age of Apocalypse 4.00
1-2nd Printing 2.00
2-4 ..... 3.00
5-Zar. 5.6" Nosferatu figure app. 10.00
6-8 Zero Tolerance 13-Wonders
c/app. Marauders app.; "Onslaught"
19-"Onslaught" 20-Abomination
c/app. 23-Eclipse/app. 24-Spider-Men.
Mortimer c/app. 2.00
24-(2.95) wrap-around c, Age of
Apocalypse 3.00

X-MEN (Uncanny X-Men Nos. 142-present
see Giant-Size)
Sept. 1963 Jan. 1981
Marvel Comics
Origin & 1st app. The X-Men, Cyclops,
Angel, Beast, Marvel Girl, Magneto, Giant
begins 1st app. Magneto & Prof. X
150 FN NM
375.00 1125.00 4900.00
2 1st app. Mesmero 155.00
3 1st app. The Brain 60.00
4 1st app. Quicksilver, Scarlet Witch, 2nd
app. Magneto 500.00
5 1st app. Unus the Untouchable 50.00
6 1st app. Lucifer, Mastermind 50.00
7 1st app. The Stranger 50.00
8 1st app. Master Mold, Sentinels 50.00
9 1st app. Blob, Unus, Sentinels 50.00
10 1st app. Juggernaut 50.00
11 1st app. Ka-Zar 50.00
12 1st app. Changeling 50.00
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Deal Lovers, Man Kills & Wife, #1 (Graphic novel) 7.00
The Coming of Bishop! '93, 12.95, TPB; w/Uncanny X-Men #282-283, #287-288 ..... 13.00

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Marvel Comics
1-Based on the TV cartoon series 2.50
2-Dr. Strange/Hate Man 2.00
4-10: 6-Sabretooth/Cluney 7-Cable/Cluney 10-Archangel guest-star 2.00
11-14: 11-Cable/Cluney 1.75
15-17: 75, 52 pgs. 1.75
...VOLUME II
1-8: 4-Beast/Cable guest-star 1.25
9-13: 9-Bogo ! .50¢ 1.50
...VOLUME III
1-13: 1-12/96) 1.50

X-MEN 2099
Oct. 1993-No. 35, Aug. 1996 (1.25/1.50)
Marvel Comics
1-11: 75/Hi-Def. Ron Lim/Adams Robert-c/a 2.00
1-2nd printing (1.25) 1.75
1-Gold Edition (15,000 made), sold thru Diamond for $19.40 ..... 20.00
2-T. Lee/Gold begin. 3-Death of Tom T. Talbot 8-19: 8-Bogo ! .50¢, bound-in card sheet 1.50
20-24, 26-35: 22-Romero 2.00
25-(2.50) Double sized 2.50
Special 1 (3.95) 4.00
Omen (1.95, one-shot) Wildstorm/Dreamwave 2.00

X-MEN (Marvel Comics)
...ALPHA
1994 (2.95)
w/Wraparound chromium cover 7.00
nn-(6/95) SOLICITA 50.00
...ALPHA FLIGHT
Dec. 1985-No. 2, Dec. 1985 (Mini series)
1-2: 2-Art of Kane 2.00
...AND THE NUCKONAUTS, THE
Jan. 1986-No. 4, Apr. 1986 (Mini-series)
1-4: 2-Art of Kane 2.00
...ARCHIVES
Jan. 1995-No. 4, Apr. 1995 (2.25, limited series)
1-4: 1-3-Feature reprints/Jean Claremont-c/ Sienkiewicz-a. 4-Reprints Magneto. 2.25
...ARCHIVES FEATURING CAPTAIN BRITAIN
July, 1995-No. 7, 1996 (2.95, limited series)
1-7: 1-Earlier Captain Britain stories 3.00
...BOOKS OF ASHANI
1995 (7.95, one-shot)
1-printed on paper, w/Inst ... 9.00
...VS. THE BRAND
Sept. 1996-No. 2, Oct. 1996 (2.95, limited series)
1,2: w/wrap-around-c. Clarendon-a/Wieh-c(p) 3.00
...CHRONICLES
Nov. 1995 (3.95)
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2-Age of Apocalypse 6.00
...CLASSIFIED
Oct. 1996-Nov. 1996 (2.95, limited series)
1,2: w/wrap-around-c. Alan Davis-c/a 3.00
...CLASSIC (Formerly Classic X-Men)
No. 46, Aug. 1990-(1.25)/1.50)
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70, 79, 90, 97 (1.75, 52 pgs.); 90-(4/66 ..... 1.75
100-110: 100-Begin 1.50¢. 104-1/2 X-Men #300 ..... 1.50
...CLASSICS
Dec. 1983-No. 3, Feb. 1984 (2.00, Baxter paper)
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...EARTHQUAKE
Sept. 1996 (2.95, one-shot)
w/Uncanny X-Men 222-224; wraparound-c 3.00
...FACTS
Feb. 1996 (4.95)
1-w/Avengers Ass. #10, Uncl. X-Men #266, X-Men #321, Inc. Hulk #181 ..... 5.00
...OMEGA
June, 1995 (2.95, one-shot)
w/End of Age of Apocalypse 5.00
(w/49 95¢ Gold ed. 50.00

...PRIME
July 1995-(4.95, 56 pgs.)
w/X-Men Prime Preview 6.00
...RARITIES
1995 (5.95, one shot)
nn-w/Inst 6.00
...ROAD TO ONSLAUGHT
Oct. 1996 (2.50, one-shot)
nn-w/Inst 2.50
...SPOTLIGHT ON... STARJAMMERS (see X-Men 104)
1990-No. 2, 1990 (4.50, 52 pgs.)
1,2-Starjammers 4.50
...SURVIVAL GUIDE TO THE MANSION
Aug. 1993 (6.95)
1-Sketchbook 10.00
...THE EARLY YEARS
May, 1996-No. 17, Sep., 1995 (1.50)
1,16 (1/96)-#1-16 w/Inserts 1.50
17 (2.50)-#34-Mar.#17, 18 ..... 2.50
...THE ULTRA COLLECTION
Dec. 1994-No. 5, Apr., 1995 (2.95, limited series)
1-5: All pin-ups, no story. 3-Brimstone gets hold of X-Force. 5-wraparound cyberpunk w/pull-out poster 3.00
...THIS WEDDING ALBUM
1994 (2.95, magazine size)
1-Wedding of Scott Summers & Jean Grey 3.00
...ULTRA II PREVIEW
1995 (2.95)
1-Advertising 3.00
...UNLIMITED
1993-Present (3.95, 68 pgs.)
1-Cable 7.00
2, 4-9: Angel-c/Magneto 4.00
3-Sabretooth-c/Stern 7.00
10-13: 1-Magneto & Rogue 12-"Onslaught", Juggernaut-c/app. 6.00
10-Dark Beast replaces Beast 6.50
12-(3.95) 3.00
...VISIONARIES
1993 (6.95, TPB)
nn-Adams & Art Roberts-a 9.00
...VS. SOLICITA
Dec. 1995 (1.75, 52 pgs.)
1-(X-Men Assault #6 Reprint-c(p). 1.75
...VS. THE AVENGERS, THE
Apr., 1987-No. 4 July, 1987 (1.50, mini-series)
1-4 ..... 2.50

X-MAN (Marvel Comics)
May, 1996-Present (1.95)
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Oct. 1993-No. 8, Jan. 1995 (1.00, mini-series)
Marvel Comics
1-Madonna-c/Sienkiewicz-a 2.00
2-Madonna-c/Sienkiewicz-a(p) 2.00
3-8 ..... 1.00

X-MEN/ALPHA
Nov. 1995-Feb. 1996 (2.95, limited series)
Marvel Comics
1-Bishop & Shard app. 2.00
1-variant-c 3.00

X-TERMINATORS
Oct. 1988-No. 4, Jan. 1989 (1.00, mini-series)
Marvel Comics
1 ..... 3.00
2 ..... 1.75
3, 4 ..... 1.25

X-UNIVERSE
May, 1995-No. 2, June, 1995 (3.50, limited series)
Marvel Comics
1,2-Harris "Age of Apocalypse" 5.00

YAKKY DOODLE & CHOPPER (TV)
Dec. 1992
Gold Key (Norma Barbera)
1 ..... 50.00

YELLOW CLAW (See Giant-Size Man-Thing 1-4)
Oct. 1956-No. 4, Apr. 1957 (10¢)
Atlas Comics (Marvel)
Origin in Marvels 575.00
2-No Fear 475.00
3, 4-Bondage, Severin-c 450.00

YELLOW SUBMARINE
Feb. 1969 (Giant size, 68 pgs.)
Gold Key (Beatles movie film)
35000-902 With pull-out poster 200.00
Without poster 15.00

YOUNGBLOOD (Image Comics/Extreme Studios) (See Brigade #4 & Megaton Explosion)
Apr., 1992-No. 4, Feb. 1993 (1.95/2.50)

X-MAN #23

Vol. Two, Feb. 1997-Present (2.50)
Acclaim Comics
1-4: Wolf Vaughn-a 2.50
1-variant-c 2.50
Jam Edition #1 (Flood-a) 7.00

X-PATROL
Apr. 1996 (1.95)
Marvel Comics
1-Annihilyan Comics*, Cristo-c(p) 2.00

XSE (see X-MEN)
Nov. 1996-Feb. 1997 (1.95 limited series)
Marvel Comics
1-Bishop & Shard app. 2.00
1-variant-c 3.00

X-TERMINATORS
Oct. 1988-No. 4, Jan. 1989 (1.00, mini-series)
Marvel Comics
1 ..... 3.00
2 ..... 1.75
3, 4 ..... 1.25

X-UNIVERSE
May, 1995-No. 2, June, 1995 (3.50, limited series)
Marvel Comics
1,2-Harris "Age of Apocalypse" 5.00

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Dec. 1992
Gold Key (Norma Barbera)
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Oct. 1956-No. 4, Apr. 1957 (10¢)
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Origin in Marvels 575.00
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Feb. 1969 (Giant size, 68 pgs.)
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YOUNGBLOOD: STRIKEFILE
Apr. 1993-No. 11 Feb. 1995
(1.95/2.50/2.95 bagged w/mini-series)
Image Comics/Extreme Studios
1-Flip book w/Joe Lee c/a & Liefeld c/a in all, 1st app. The Allies, Ogre, & Glory (note: #1 Gold ed.) 2.00
2-4, 11 (2.50, 11-Polybagged w/card 2.50
5-10 (2.95), 5-Limited ed. 8,9 (11/94) 8-S.Platt-c 3.00

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No. 24, Dec. 1953/No. 28, June, 1954
Atlas Comics
24-Origin Captain America, Human Torch & Sub-Mariner which are revived. Red Skull app. 925.00
25-28: 25-Romita-a 675.00

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Aug. 1995-No. 3, Oct.1995 (2.50)
Image Comics/Wildstorm Productions
1-3 ..... 2.50

ZEN INTERGALACTIC NINJA
1987 (1.75 B&W)
1,2-Cagnacchi-Stern and Cash 4.00

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...STARQUEST
1995-Present (2.95, B&W)
1-Gold foil logo 3.00
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1995-No. 3, 1996 (2.95, B&W)
1-(2.95)-Newsstand edition, foil logo. 3.00
1-(3.50)-Packaged w/chromium card by Jim Lee 3.50
2, 3-(2.95)-Foil logo 3.00
ZERO HOUR: CRISIS IN TIME (see SHOWCASE '94 #8 10)
No. 4 (9/1), Sept./Nov. 0 (10/1), Oct. 1994 (Maxi-series, B&W, 8 pgs.) 2.50

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2, 6, 7-Photo-c 30.00
3-5-Retina 32.00

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Nov. 1993-No. 11, Nov. 1994 (2.50)
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STICK WITH US, BABY. WE'LL TAKE YOU PLACES YOU NEVER BEEN...
STILL GOT HER LOOKS, DON'T SHE?
EH... EH... EH...
HEY, GUYS-- I THINK I FOUND ME ONE OF KIRBY'S, OVER HERE!
ELEKTRA
DO YOU DARE ENTER THE HOUSE OF IDEAS?
DON'T SIT THERE, MAN--
FM

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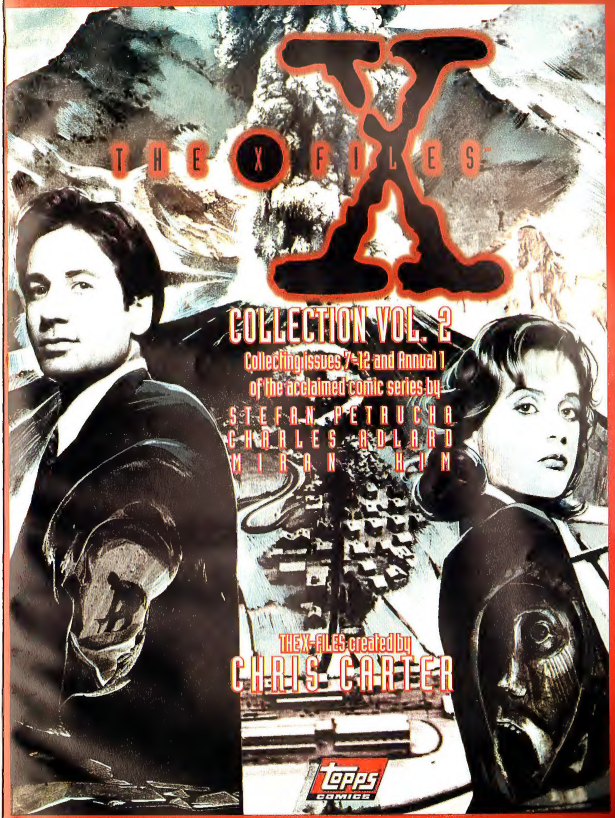

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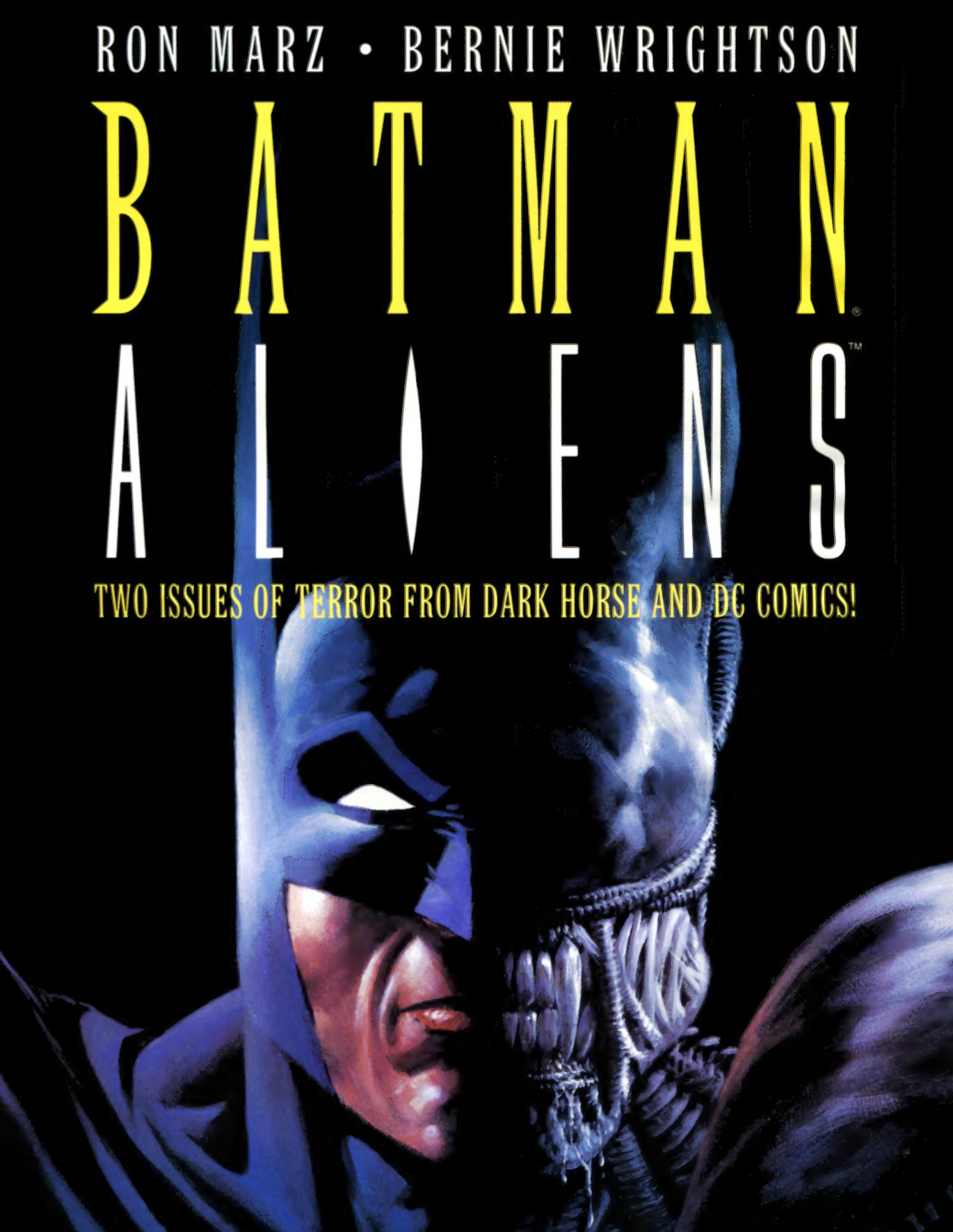

ATTACKING STORES EVERYWHERE IN MARCH AND APRIL!

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